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A NEWSFIELD PUBLICATION
No. 56 DECEMBER 1989
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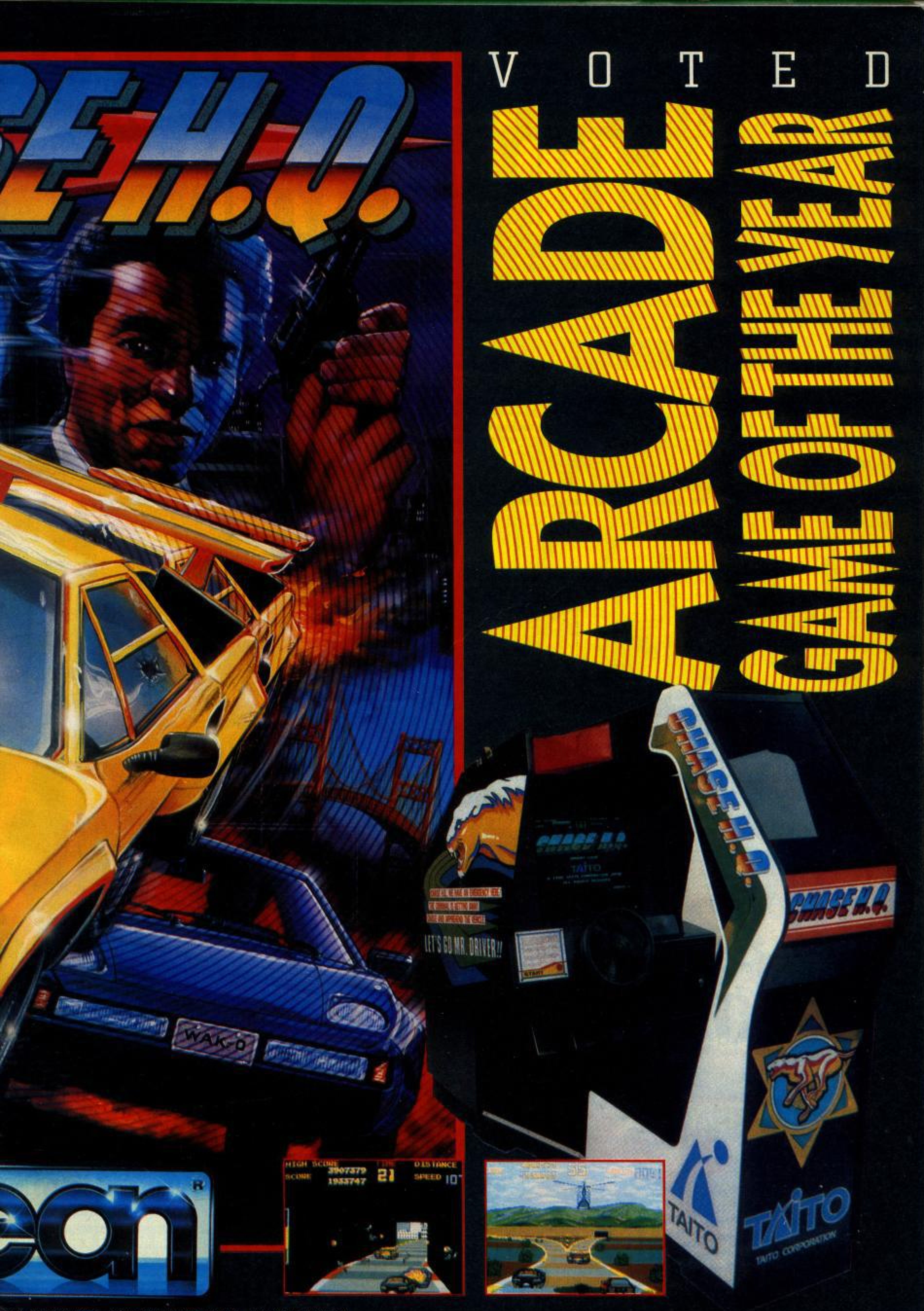


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ZZAP! C64 AMIGA XMAS

ISSUE 56 DECEMBER, 1989

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ISSN 0954-867X

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION


THE SUN'S BEATING DOWN,
ROCK 'N' ROLL MUSIC'S PLAYING . . .
Beach
Volley
BEACH VOLLEY
"THE GRAPHICS ARE OF A VERY HIGH STANDARD . . . OOZING WITH STYLE AND HUMOUR . . . THE EMPHASIS HERE IS ON FUN AND THERE'S CERTAINLY MORE THAN ENOUGH OF THAT ON SHOW."
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NEW C64 AND AMIGA BUNDLES

Just in time for Christmas, Commodore have launched their new 64C bundle. The 'Light Fantastic' pack includes a Defender light gun and 3-D glasses to use with the three games which make up the '3-D Action Pack'. Also included in the bundle are the conventional titles, *Batman: The Caped Crusader, Mike Read's Pop Quiz*, and the Ocean compilation *Blaze Out*, as well as some music and paint utilities. All this plus, of course, the 64C itself complete with 1530 Datasette. The price of this Santa-sackful of goodies? A mere £149.99 – it must be Christmas!

Meanwhile prospective Amiga owners might be tempted by the new Batman Pack which features an Amiga A500 with TV Modulator plus *New Zealand Story Dpaint II, Interceptor*, and of course *Batman: The Movie*. All for £399.

APB BULLETIN

The hilarious *APB* cops 'n' robbers game has just got a lot funnier on the Amiga, thanks to last minute changes by the Walking Circles programming team. The revamped game now on release has full-screen scrolling. The price of this Domark/Tengen 89% hit remains £19.99.



TEN THINGS YOU NEVER KNEW ABOUT XMAS!

★ It was invented by Swedish forest ranger, J Christiansen, to help shift the thousands of fir trees in his garage.

☆ **The official Christmas greeting has now changed from 'Merry Christmas' to 'Where's me bleedin' present then?'**

★ Father Christmas really exists – he lives above a corner shop in Leamington-On-Spa.

☆ **Santa never gets any of the mince pies left out for him because greedy parents always scoff them after their kids have gone to bed.**

★ Everybody always wins the jackpot on the 'Charity Special' TV game shows.

☆ **All the best TV shows are put on Christmas Day so everybody's too busy to watch them.**

★ Slade only know one song – for the rest of the year they hibernate inside an old platform shoe box.

☆ **Don't waste your time hoping for a White Christmas – the only snow at Christmas is on TV and in films.**

★ The best Christmas present for a turkey is to wake up on Boxing Day.

☆ **On Boxing Day some clever sod will always tell you how many shopping days are left 'till next Christmas.**

ALTERNATIVE SANTA

You might have thought that the fat geezer with the beard who climbs down your chimney at this time of year is Father Christmas. Well think again, because Alternative are set to release The Official Father Christmas **(although why they've been keeping him locked up we don't yet know!).**

In this festive game, you get to play Santa, building a sleigh, and collecting and delivering toys. The Official Father Christmas **will be available very soon on the C64 for £2.99, with all royalties going to a very worthy cause: Save The Children Fund.**

DON'T TELL WILLIAM

Guess which legendary hero is next in line for computerisation. Yes it's probably the only famous Swiss person ever, William Tell. You know: the guy who goes round with a crossbow, shooting apples off little boys' heads – he'd get arrested for that nowadays!

Screen 7 are releasing Crossbow: The Legend Of William Tell: **an arcade adventure licensed form the TV series 'Crossbow' (Never heard of it – Ed). In the meantime, take our advice: don't walk around with a Golden Delicious on your bonce!**

YOUR COMPUTER IS EVIL!

Or so say the Christian Exclusive Brethren who are demanding that their children be made exempt from using computers at school. The Brethren say that computers are a 'scientific imitation which rivals what God has put into living persons making man increasingly independent of God.' They also claim that the Antichrist will use computers and high technology when he leads the forces of evil.

This last statement has shocked us at ZZAP! so much that we have now forbidden those Satanic types from our film planning department from playing Kick Off on our Amiga – you never know, they could be planning the downfall of Western civilisation!

TURBO OutRun

64

US Gold, C64 £9.99 cassette, £14.99 disk.

▼ Taking it easy on the moonlit streets of a big city.



●Breaking Transamerican records with the loudest music, lousiest weather, and fastest cars!



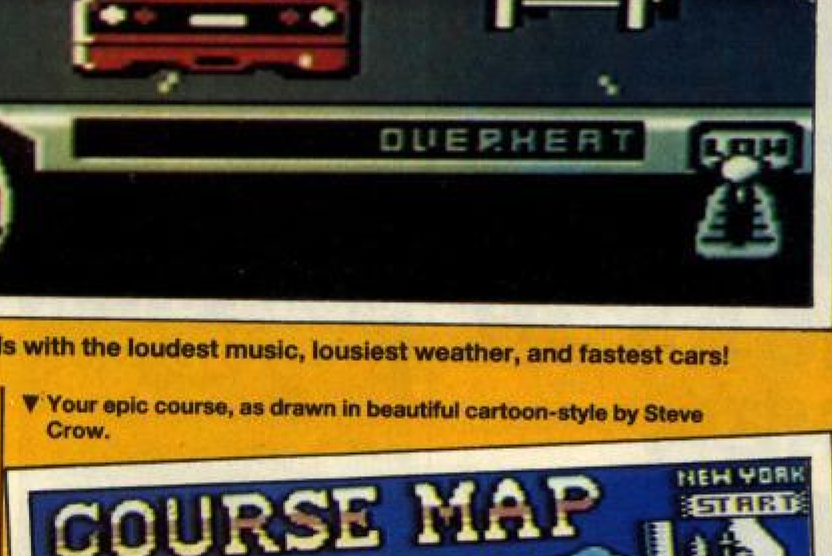
While **Power Drift** offers the ultimate in single-load arcade racing, **Turbo** has gone for a multi-load extravaganza that more than justifies itself with masses of variety and high quality presentation. The basic coin-op has so many good details, like the snowstorms, the aggressive police cars and the burning oil that only a multi-load could hope to capture. And as the great intro title indicates they've worked overtime (lots of it) to cram each load with detail. From the prancing horses and snappy flicking needles on the speedometer, to the overwhelming speed of the graphics in Turbo mode, this is one classy product.



The Ferrari F40 and the Porsche 959 are two of the world's fastest supercars, both capable of 200mph plus. You own a beautiful red F40 and you know it's the best car in the world; cruising around New York with your girlfriend in the passenger seat is a great feeling. But then some creep in a 959 mouths off about his car being the best, despite having an engine with sewing machine hum rather than a Ferrari howl. You challenge him to race across America, from New York to Los Angeles, East Coast to West. It's strictly illegal and the cops are after you, but you're determined to show this guy up.

Before you start the race you can choose between a manual gear change (hi/lo) and automatic transmission. Then it's onto the streets of the Big Apple for a tyre-screeching start. There's plenty of other traffic on the road, including police cars which try and bump you off the road! If the 959 somehow gets into the lead, press 'space' for turbo: the exhaust flames and

▼ Your epic course, as drawn in beautiful cartoon-style by Steve Crow.







Mark Kelly and Steve Crow must now be counted true stars of the C64 scene. After a great conversion of **Mr Heli**, they've moved up to **Turbo Out Run** with deceptive ease. Rather than just getting the gameplay right, they've gone after the whole look and feel of the coin-op. Never before has an arcade game's amazing presentation been so brilliantly recreated. And the game itself is terrific. The nasty bends on the second load really make you sweat, while the police cars towards the end of the game have Ferrari engines to match your own and quickly turn an enjoyable bit of lawbreaking into a nightmare chase. All the race games we've seen so far have been good, if not excellent, but **Turbo** stands out for its amazing ambition and achievement.

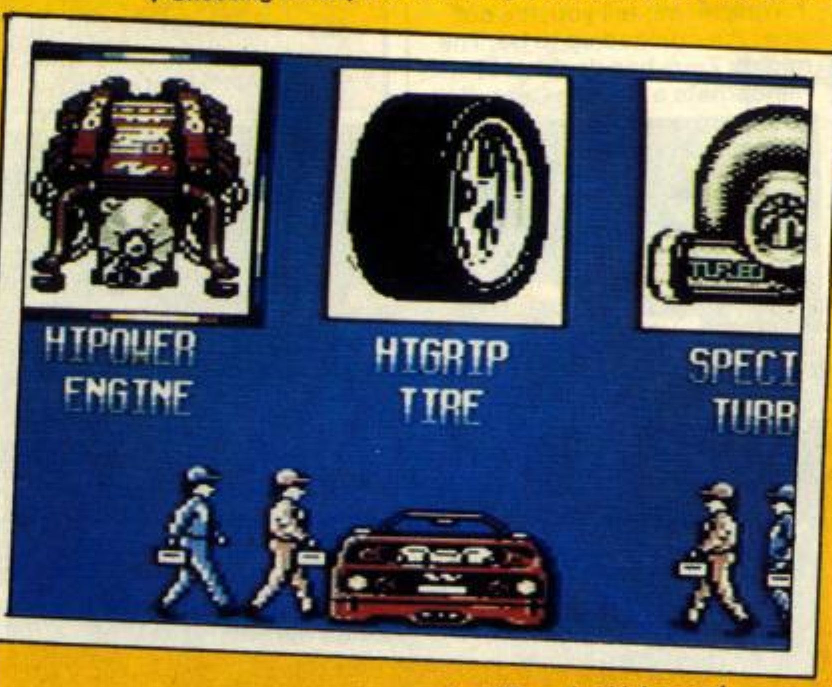


the car zooms forward faster than even the 'Overheat' gauge at the bottom of the screen.

Each load is divided into four levels, each with its own time limit. When time runs out you slowly come to a stop – game over. You have five continue plays however. Complete a level with time to spare and it's added to your time limit for the next level. At the end of the level, time remaining is totalled up for a high score. Then you can pop into the workshop to choose from hi-grip tyres (extra traction on snow and grit), special turbo (faster acceleration), and hi-power engine (higher top speed).

All the extra speed will be needed if you haven't beaten the 959 – in a great animated sequence he waves to your girlfriend at the checkpoint, and she gets out to go for a ride with him! The race to get her back takes you through deserts, forests (with logs to bounce over), snowstorms, cities at night with oil on the road, and lots more besides. 16 levels make for one spectacular arcade game!

▼ Choosing which parts to tune-up is a crucial part of the game.



▼ Squeezing between a jeep and a massive billboard at high speed isn't easy.



Well, well, well – talk about squeezing a quart into a pint-pot and with no overflow either!!! Being a sceptic of all things involving 3-D on the 64 I'm now facing a double barrelled line-up of incredibly well done race games, namely **Power Drift** and now **Turbo Out Run**.

The presentation in **Turbo** is first class wherever you look: static pictures, bonus scenes, even the map at the end of your game is brilliant. With some lengthy Maniacs of Noise tunes to race to and some incredible samples this is the best presented program I've seen all year. It's got *all* the trimmings that made the coin-op such a fun game to play.

At last we have a decent horizon effect in a 64 race game and Probe have kept the speed up all the way. There are also some excellent little touches like the logs to jump over, oil, and barricades. On top of all this you get superb effects like the parallax scrolling in the background and weather.

Undoubtedly the best C64 conversion of a Sega coin-op yet.

amiga

A £19.99 Amiga version should be reviewed in our very next issue!

update

PRESENTATION 98%
Superb hip-hop intro tune, wonderful loading, bonus and end screens! Plans for cassette version promise to keep everything in, while minimising waiting.

GRAPHICS 95%
Fabulous F40, fast and smooth backgrounds/cars with lots of variety (16 stages) and tons of nice touches.

SOUND 96%
Incredible in-game tunes from the Maniacs of Noise and great FX.

HOOKABILITY 97%
Typical arcade addictivity exerts an irresistable pull.

LASTABILITY 96%
Continue-play options allow you see a lot of the game, but getting the girl and the high score will keep you coming back.

OVERALL 97%
Perfectly presented with all the superb playability of the coin-op.

ALTERED BEAST

64 A

Activision, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Meow! Woof! Baa! Moo! – ever felt like an animal? Well you should, as a human (we're assuming ZZAP! isn't read by two-headed aliens from the planet Zlod!) you *are* technically an animal! But seriously, everyone must have wondered what it would be like to be a fire-snorting dragon or a bear without a sore head.

Well, let me tell you, it's not what it's cracked up to be. The mighty Zeus has decided to reincarnate a Roman Centurion (you) to rescue the beautiful Athena (didn't she have a game of her own?!) from the clutches of the evil Nelf, Lord of the Underworld. To help you in your quest Zeus has given you the power to transform into various superpowered animals.

One or two players can take on Nelf's nasties on five horizontally scrolling levels in this conversion of a Sega coin-op. Starting off as a mere mortal, you must punch and kick the baddies which range from men to hopping and flying demons.

Occasionally a wolf will appear – when killed it leaves behind a 'spirit ball' (two on Amiga) – collect three (six – Amiga) of these and you will metamorphose into, depending on the level, a Werewolf, Dragon, Bear, WereTiger, or Golden Wolfman. Each of these creatures has special weapons; for instance the dragon snorts fire while the bear kills with its bad breath!

At the end of each level there's a huge monster. Beat this and you will be transported to next level, though to make it harder you are first changed back into a man.



I can't understand how Activision could have made such a stupid mistake with the Amiga conversion. Unlike the coin-op and the 64 version, the two players are absolutely identical, making two-player games totally confusing! Otherwise, on both machines, the graphics are fine although never really spectacular. The kick and punch gameplay is fun, but except for defeating the large nasties, that's basically all there is to it.

I found the 64 game to be marginally the more playable of the two (especially for two players), making better use of the machine, although the multiload is a pain.



I've played **Altered** in the arcades, on the Megadrive and now on the two Commodores, but none of them really shine. On the C64 gameplay is a bit sluggish, but otherwise this is a fine version. By contrast the Amiga is so fast all the baddies can get overwhelming and the end-of-level monsters seem to take ages to destroy. Also, the identical sprites in two-player mode is a classic mistake. Still, a fine effort from Activision for a repetitive coin-op.



▲ Player two is still human, for the moment (Amiga)

64

PRESENTATION 80%
Great, Amiga-like intro sequence and inter-level screens, but at cost of heavy multiload.

GRAPHICS 78%
Excellent scrolling backdrops, but sprites a bit blocky.

SOUND 68%
Martin Walker intro music but dull in-game effects.

HOOKABILITY 76%
The two-player mode increases initial interest.

LASTABILITY 70%
The desire to see the next level/ supercreature is strong, although basic kick and punch gameplay becomes repetitive.

OVERALL 73%
A decent conversion of a so-so coin-op.

amiga

PRESENTATION 64%
Adequate, but 64 version shows more panache.

GRAPHICS 72%
Effective recreation of arcade game, but the identical player sprites cause much confusion!

SOUND 70%
Okay soundtrack and atmospheric 'roaring' sample during transformation.

HOOKABILITY 67%
Easy to get into, although two-player games are frustrating.

LASTABILITY 64%
A big challenge, but it gets repetitive.

OVERALL 68%
A good conversion of a mediocre coin-op.



▲ I used to be a werewolf but I'm all right nowoooooooohhhhhh! (C64)

You've played the game

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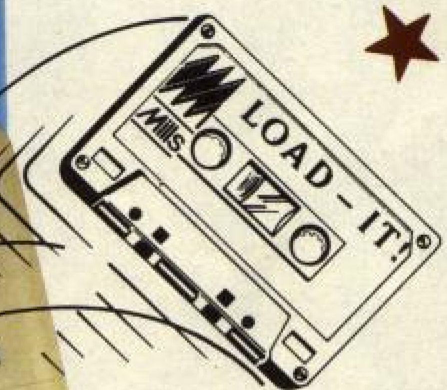
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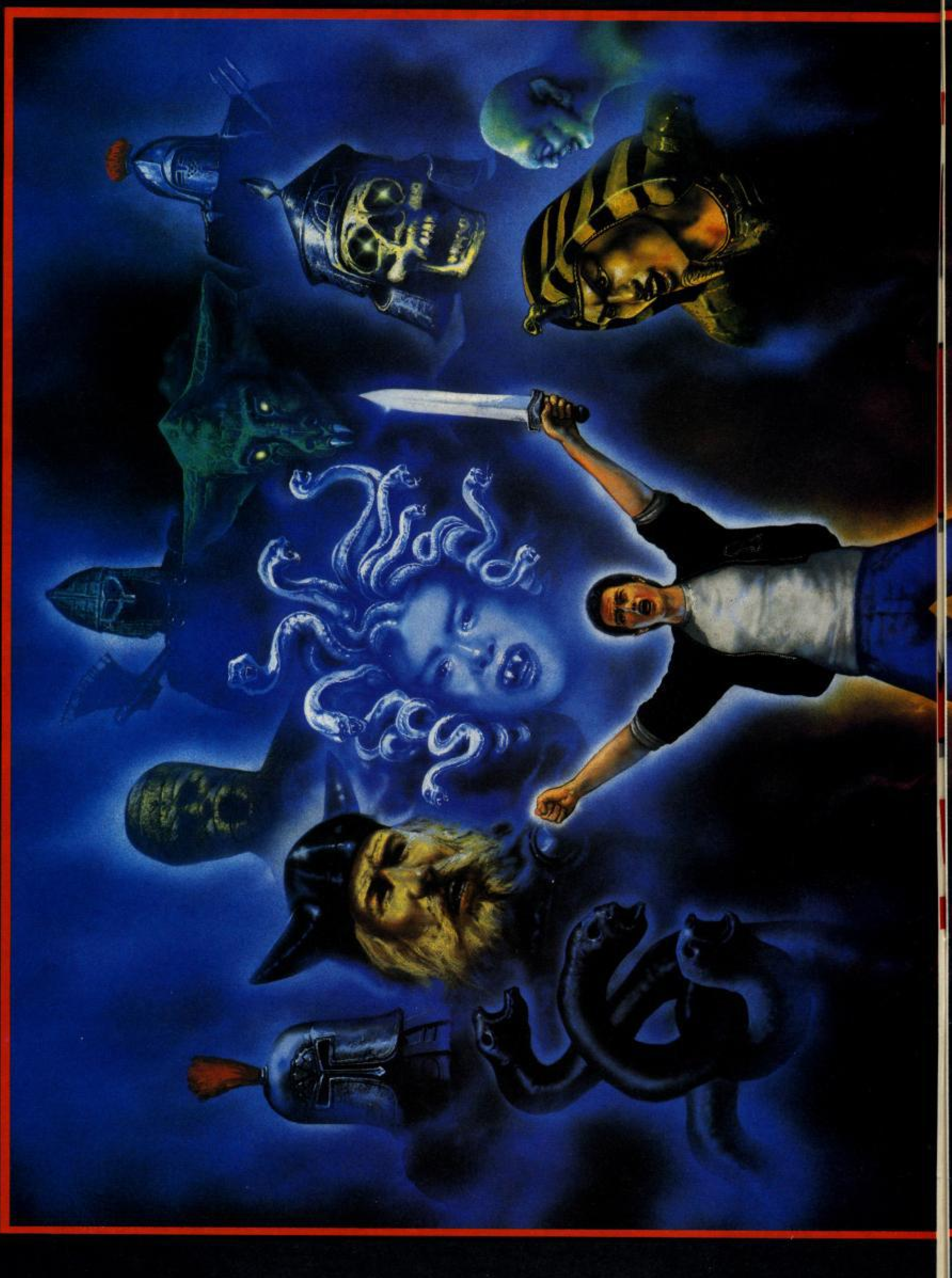
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MYTH

System 3, C64 £9.99 cassette, £14.99 disk

●**System 3's fantastic fantasy fun**

Just another boring Wednesday, you thought as you reluctantly rolled out of bed. Just another day thinking up plots for your fantasy books and the weekend is just *too* far off to look forward to. Back to the grindstone, you thought as you put on those oh-so-cool jeans and stepped into those LA Gear trainers. 'Get something to eat' was your last thought in the 20th Century before promptly falling through the time-space continuum into a place you never learnt about in Geography. . . .

Spiralling back through the ages, you learn via a sen-surround voiceover that the evil god Dameron has taken command of the Earth and is corrupting the good godly fraternity. Dameron has also moved through time spreading his evil influence into the hearts of men. The planet and its future are now looking very shaky indeed.

You've been selected to put things to right, but the forces of Good can't directly help you, and all those violent classical myths you learnt about at school have been made real to battle against you . . .

Heavenly briefing over, you land with a thump in a place where the central heating seems turned up a mite high – Hell. Set to give you an appropriate greeting is a rotting skeleton with a flashing sword. Use your fists and feet to send it to the lowest depths of Hades from whence it came, then nick the sword.

As you venture onwards, harpies buzz around like flies, getting in your way and even pushing you around. However, these pesky varmints are nothing compared with Old Nick himself who rises from the flames, or the Chimera which guards the exit to the next section. Make your escape and at least you'll be out amongst 'open plan' ruins, ready to fight Roman warriors, even more harpies, and a bewitching woman with an interesting present for those who treat her with respect.

Following the Roman/Greek scene are the ledges of Hades with a wicked-looking Medusa and the end-level Hydra blocking your way. The sword is useless but if you keep ahead you may just get through (there's a clue in there).

You may be rewriting history but there's still a long way to go. The Norse age welcomes you aboard a Viking longboat as lightning flashes and the wind howls. The subsequent forest may seem peaceful enough but trolls, fire imps, and a funeral pyre pose some tactical problems. Thor is also to be met on the platforms high up in the clouds in the domain of the Gods, and is not the friendliest of souls, unsurprisingly.

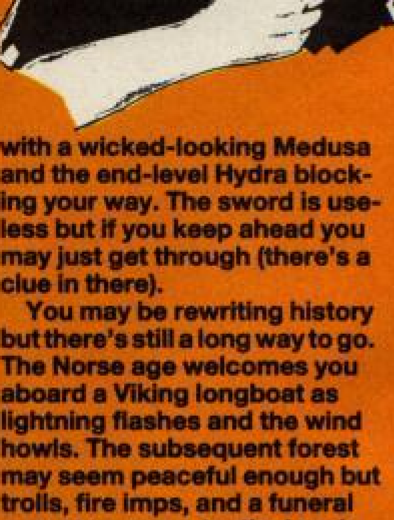
And just when you thought things were getting worse, things DO get worse. Whisked off to Egypt for the third load, the ancient curses of the Pharaohs can easily prove fatal as traps spring forth from the walls and floors of the Pyramid passageways – that is if you can find your way into the pyramids to start with (try jumping).

Dameron awaits in all his evil



▲ More mythological mayhem in this classical classic

System 3 remain one of the few independent software houses developing original software for the C64. Their commitment to the C64 shines through in *Myth*'s superlative presentation, graphically this is one of the most imaginative and varied games around. Gameplay crosses platform-and-ladders with arcade-adventuring. The puzzles can be a bit obscure, and combat is tough, but experienced gamesplayer will welcome this as the ultimate arcade-adventure. Nothing new perhaps, but still completely amazing.



▼ Kick the skeleton but watch out; Old Nick is behind you





If you thought the **Barbarian** sword clanging was a good effect then you ain't heard nothing yet. Amazing sword clashes plus spine-chilling, rattlesnake hisses from the Medusa and roars from the Hydra and others combine with gorgeous graphics to create a superb atmosphere.

Each of the three sections per load may seem a little short but each requires different tactics to succeed. The programmer and graphic artist have been let loose with this game and created what must be the best platform game this year. A lot of the puzzles are along the *Tusker* line in difficulty and take some working out (perhaps a little too much in some places). At the same time you've got to survive the relentless onslaught of skeletons, soldiers, dungeon denizens, and evil deities. With 12 zones in all it doesn't seem a massive game at first glance, but just you play it and comment afterwards on the ease of it all – it ain't that simple!

Having becoming totally immersed in the classics and mythology when I was a school kid I cannot enthuse enough about **Myth**. All the classic ages come to life on your C64 in the very, very capable hands of Peter Baron with faultless Bob Stevenson graphics.

The **Salamander**-style flames on the first level set the scene for a red hot game. It's great to see such a wonderful mixture of pure slash arcade action together with an unobtrusive, but thought-provoking strategy: getting the shield is a clever example requiring a little brain power and classical knowledge to succeed.

This is, to my mind, a dream come true with an atmosphere that goes through the roof. Needless to say the extra touches on what is a brilliant game really do leave you open-jawed – just when you think you've seen all of a level, along comes a little effect to cap it all.



▼ **Above the red flames of hell, the Devil skewers you with his trident**



glory in the fourth load where a confrontation of immense magnitude waits, the results will go down in the annals of history. It's your claim to immortal fame no less, but in the circumstances it's been a pretty lousy start to the day, even for a Wednesday.

amiga

The Amiga programmers will have to work hard to top the C64 one!

update

▼ **Use your head (or rather, Medusa's) to kill the Hydra**



PRESENTATION 94%
Traditional System 3 quality packaging plus excellent ingame bits and bobs.

GRAPHICS 95%
The best character animation since the days of *Impossible Mission* with truly incredible creatures to defeat and outstanding backgrounds to admire.

SOUND 90%
Where there are sound effects they're marvellous. A great Maniacs of Noise sonic accompaniment to set the scene.

HOOKABILITY 87%
A little on the tough side to start, with some tricky puzzles to overcome . . .

LASTABILITY 96%
. . . but persevere and you're rewarded with ever more imaginative backdrops, creatures and puzzles through four extremely varied loads.

OVERALL 94%
***Clash of the Titans* was never *this* good!!!!**

XENOPHOBE

MicroStyle, C64 £9.95 cassette, £14.95 disk; Amiga £24.99

C64 A

'Games for adults' here take a slightly retrograde step back to your basic, 'blast everything that has pointy ears or green skin' xenophobia. The game, which shows as much understanding for aliens as Space Invaders, originated as a three-player Bally/Midway coin-op.

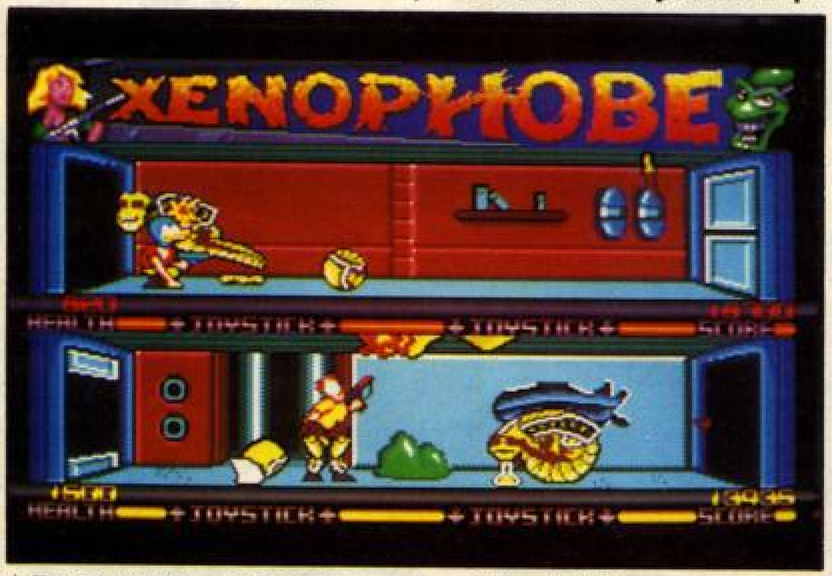
The plot traces Mankind's progress from failed forays into space during the 30s (2030s one presumes) to biological warfare in the 50s. In 2062, strange transmissions are picked up by a probe orbiting Neptune. Obviously of alien origin, the transmissions cause a wave of fear, nay, a tsunami of *xenophobia*!

In short order a group of space marines are assembled and blasted off into space. Upon arriving at the devastated, and alien-infested 015 space station it turns out only two men can be beamed in. The game starts with each player selecting his character.

Your mission objective is wipe out the aliens and pick up all the hardware left scattered about. To complete a base you have to destroy a set number of aliens, or 'xenos', before they overrun it. Succeed and you're beamed back to your ship ready for the next base. If it looks like you're going to fail you can order a 'fast destruct'. The bases are composed of rooms which flick-scroll as you move about. Most bases have several levels to them, accessed by lifts.

The monsters all seem to be fairly close relations of HR Giger's Alien, and range from hatching pods to spidery things to tentacles reaching down to grab you by the neck. There's also a leaping snotterpillar (which spits acid) and a big alien which has an energy draining stare. You must also be careful of the base's own defence systems, which may attack you unless you have the right access cards.

Of course, there's quite a variety of weapons lying around which can be picked up. When you find one, text flashes up in an action window on the score strip; pull back and you pick it up. Similarly you can push buttons, break glass, fix gizmos, and perform several other interesting actions.



▲ Two players fight off an endless stream of aliens (Amiga)



▲ Suffering alienation on one of the many bases.



First impressions are very confusing, there seems to be so much happening. After a bit I got the hang of how the aliens attacked and so on, while items such as seeds and a knife promised a good adventure element. Unfortunately, while many of the items are useful (the knife can help cut tentacle aliens) there isn't enough to break up the basic blasting action. With only limited variety in backgrounds I ended up a bit disappointed with a game that seemed to promise a lot.



Although I've seen this odd little coin-op gathering dust in the corners of arcades I've never got round to playing it, probably because it looks a lot more complex than it actually is. That's one fault, the other is that the gameplay is far too similar from level to level although the action is frantic enough. Excellent pre-game presentation raises expectations only to see them fall down upon sight of the style of game and its limitations. Although well converted, **Xenophobe** isn't the best of coin-ops to begin with.

64

PRESENTATION 90%
Great title music, music tape, speech, loading screen, and difficulty levels.

GRAPHICS 76%
Attractive aliens and backdrops, but nothing spectacular.

SOUND 94%
Choice of good FX or excellent soundtrack.

HOOKABILITY 74%
A bit confusing to start with, but you soon get the hang of it.

LASTABILITY 64%
There isn't that much depth.

OVERALL 68%
A brilliantly presented, but not especially well structured shoot-'em-up.

amiga

PRESENTATION 82%
Same as the C64, but less impressive for machine.

GRAPHICS 59%
Bright and cheerful, but nothing special.

SOUND 76%
Good in-game tune and FX.

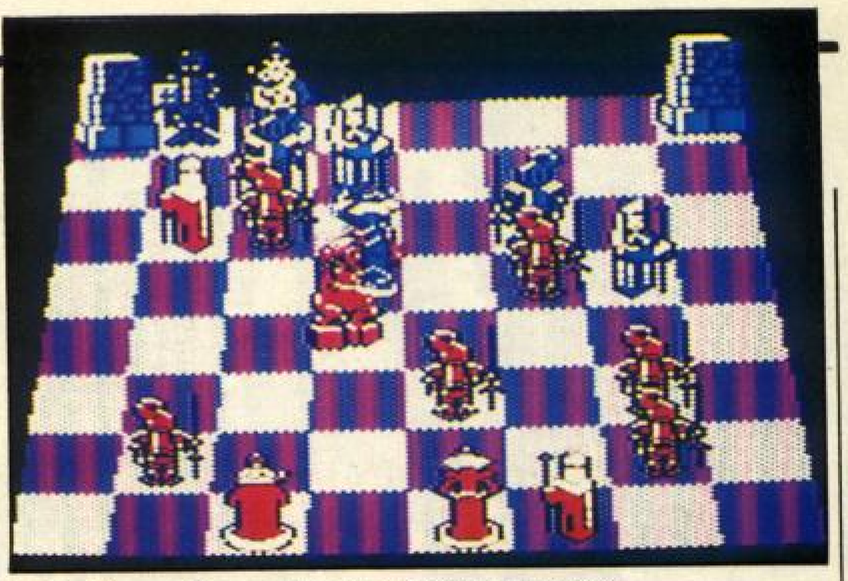
HOOKABILITY 63%
Initially confusing.

LASTABILITY 58%
Unlike the C64 game, you can't go on forever in two-player mode, but this added toughness just emphasises repetitiveness.

OVERALL 62%
A competent conversion of a mediocre coin-op.



Battle Chess



▲ The King and Queen get together, but only to do battle

Electronic Arts, C64 £14.99

Chess has been around for ages but it took Interplay to make it funny. Here, the pieces are represented by fully animated figures which stomp across the 3-D board. When a piece is taken a comic battle ensues, eg King takes Rook (a rock monster in the game): he pours out a potion opening a hole under the monster, who drops down and, after his clinging fingers have been stamped on, disappears!

To save time, the animation can be turned off, and you can switch to a 2-D board. Games can be saved to disk and hypothetical positions created with the board editor. You can also take back moves, have the computer suggest your next move, or force the computer to make it's move instantly.



The first thing that strikes you is obviously the superb battle animation. I love the Pythonesque scene where the knight chops off his opponent's limbs until he's left hopping on one leg! The disk accessing for these scenes is quick, especially considering the good many minutes the computer needs to think. Overall this is a fine game, with brilliant humour. If this doesn't get you into chess, nothing will!



Amiga **Battle Chess** was a graphic showpiece that might have seemed unsuitable for conversion, but in fact Interplay have scored a hit. The graphics aren't Amiga quality, but they're good, and the humour which made the original has been brilliantly reproduced. Several hours can easily be spent trying out all the battle permutations. Once the novelty has worn off you can switch off the animation, letting the pieces simply slide around in what must be the best presented chess game ever.

PRESENTATION 90%
Plenty of options including save game, 2-D board, and two-player mode.

GRAPHICS 92%
Brilliantly animated pieces in hilarious battles.

SOUND 55%
Okay battle spot FX.

HOOKABILITY 86%
Trying out all the battle permutations is utterly irresistable . . .

LASTABILITY 82%
. . . seven levels provide gradually increasing difficulty.

OVERALL 85%
Chess as Disney would've done it.

Terry's Big Adventure



Shades, C64 £6.99 cassette, £9.99 disk

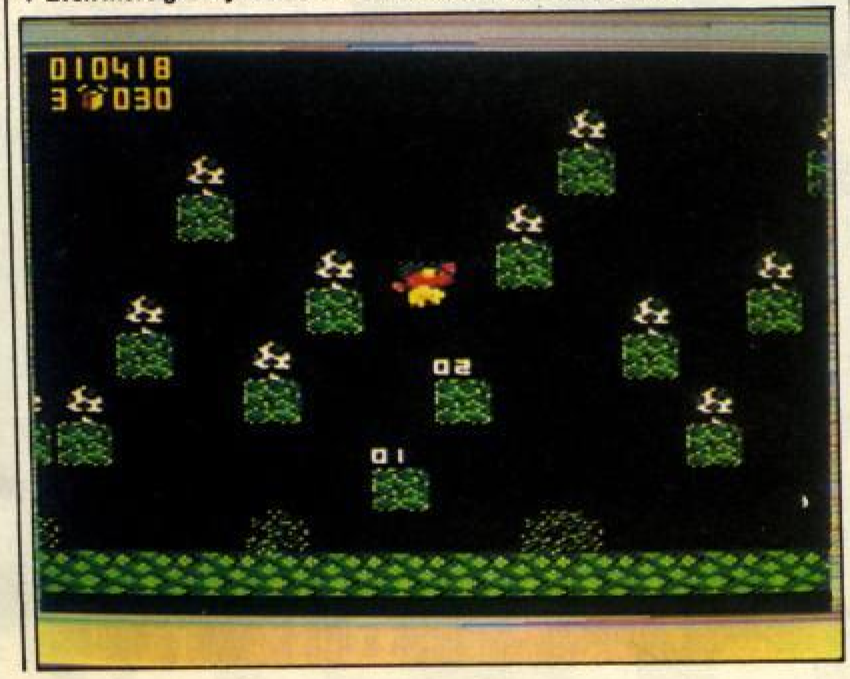
Quite how an apparently normal boy called Terry should get into a fantastic battle with giant caterpillars and hedgehogs is a mystery. But as yo-yo-wielding Terry, you've got to get to the far-right end of each of twelve levels within the time limit.

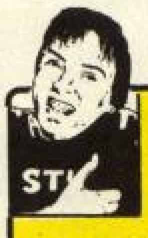
Along the way there's lots of magic mushrooms to collect, but watch out for the poisonous green-tinged ones!

Protecting the mushrooms are villains including flying pink stars, hedgehogs, and balloons. Some of the baddies yield letters: collect T-E-R-R-Y and you become invulnerable for a while, spell out E-X-T-R-A to win another life.

The short-range yo-yo with a big recoil is useful, but for longer range firepower hurling big rocks is the answer.

▼ Even more groovy mushrooms to collect in the bonus round





Quite why Grandslam has decided to put on the *Shades* for this one, I don't know. We received **Terry's** under the impression it was full price and thought it was pretty good; at mid-price it's even better. Presentation is only okay, but the familiar platforms-and-ladders gameplay is compulsive, making this very good value for money.



Being a fan of the **Super Mario Brothers** style of game I found this instantly playable. Terry is a little slow for my liking and the rebound effect of hitting nasties is rather silly but other than that it all plays well enough. **Terry's Big Adventure** isn't anything new over **Giana Sisters** but it's well presented and nicely priced.

amiga update

An Amiga version is imminent for just £14.99.

PRESENTATION 77%
No multiload, but no two-player option either.

GRAPHICS 72%
Cute and cheerful.

SOUND 68%
A cheerful tune gets you into the spirit of it.

HOOKABILITY 86%
Simple to get into . . .

LASTABILITY 81%
. . . but very hard to stop playing.

OVERALL 82%
Great value for money.

RPG WARS

Interplay is the development team behind the incredibly successful *Bard's Tale* series: RPG games popular even with many arcade game fans. Now they've gone independent and are set to release the most sophisticated RPG yet seen – *Dragon Wars*. STUART WYNNE talked to company president Brian Fargo about his creation of an alternative fantasy world.

The decision to split with Electronic Arts in the States was a brave one for Interplay, and while *Battle Chess* and *Neuromancer* made for an impressive debut, *Dragon Wars* is the big project. If it's successful a series of games seems likely. The RPG market is an intensely competitive one though – SSI are enjoying massive success with *Advanced Dungeons and Dragons*, Origin continue to develop the *Ultima* series, while FTL's *Dungeon Master* has put a whole new slant on the genre.

After a lengthy transatlantic trip Brian Fargo might be expected to be rather tired, but was in fact full of enthusiasm over *Dragon Wars*. For people, like me, tired of the relentless combat in *Bard's*, Brian had good news.

'I was determined to get the feel of a real D&D campaign. We've done away with the 'arena' style, with relentless combat for no reason. At the start of the game it's virtually impossible to die. Combat starts at about 30 feet, so you can always run away from it. If you do get into fights you get 'stun' damage initially, so normally you'll fall unconscious before your health gets too low. I've been trying to hook my wife on it, and she certainly wouldn't keep playing if you kept dying in the first few minutes.'

Is it going to be a lot easier?

'That's not so much the objective as realism, all the attacks are logical and you usually get good warning. Also, although it's harder to die now, if you do die it's effectively permanent. There is a location that you can use to resurrect characters, but it's very hard to find.'

How big is *Dragon Wars*?

'*Wars* has a huge map, including 40 dungeons which range in size from 8x8 to 32x32. Of course, by dungeon I just mean a game area; many of them are above ground. The size has allowed us to make it a lot more realistic. There are a lot of sub-adventures which you can go on, have a lot of fun with, but aren't really vital to winning. There are very few things you *need* to do to win, and usually there's more than one way of doing something. A lot of the time a puzzle will protect something, like an armoury, very useful for your quest but you can go on without it. I hate adventures where one puzzle stops the whole game for you.'

What other changes are there?

'Well, combat has been refined. You can now control battles a lot more precisely if you want. More importantly the characters have been made more credible. They can now do pretty much anything you want, a wizard can act as a thief for example. But obviously those who specialize get better at their professions.'

What's the plot like?

It's our best ever, definitely. I'll give you an example. There's this castle under siege, and you're supposed to sneak in and do some damage to these villains. But when you get in you find some people who tell you they're the good guys; the baddies are on the outside. So you've got a choice. There are lots of these in *Dragon Wars*. We've also interlinked things, so people come up to you and say 'Hey, you killed my brother, I'm going to get you!'

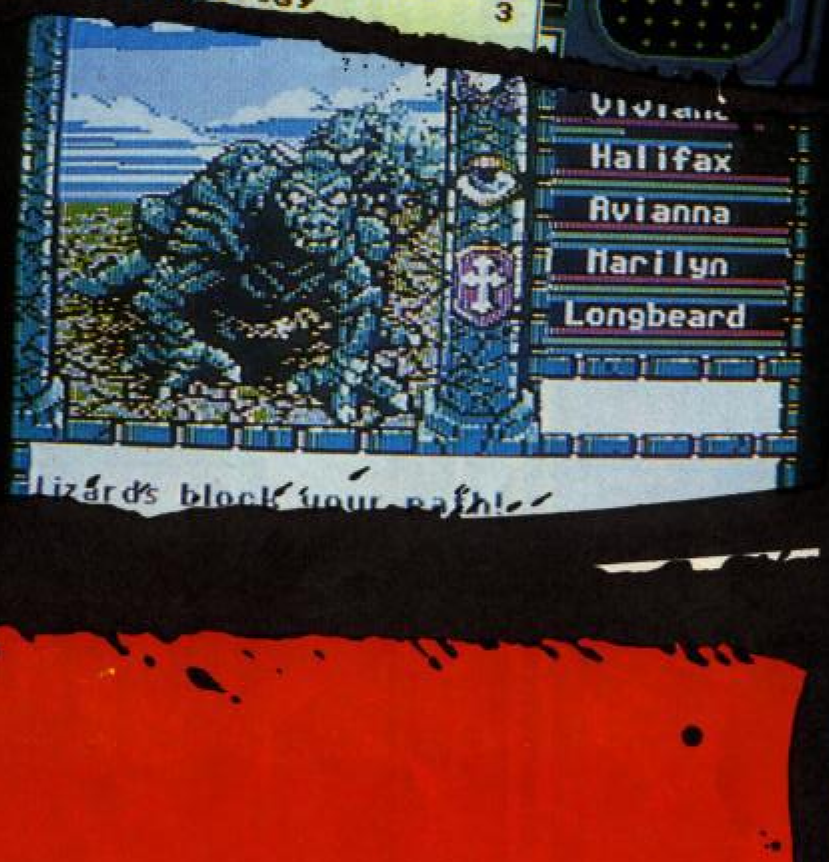
What's in the future for Interplay?

'Currently we're working on some Nintendo products – it's such a huge market in the US now, and on the other end of the scale a CD ROM version of *Battle Chess*. It's unbelievable working with CD, there's no limit on memory. There's also a game based on a book licence, which I can't reveal.'

16-bit only games must be a big temptation.

'It is, and we might do something 16-bit only, but we went into the C64 market to give it a good RPG and we've got a lot of loyalty to the machine. *Dragon Wars* uses C64 sprites to produce great colours and animation. We think it's going to do really well.'

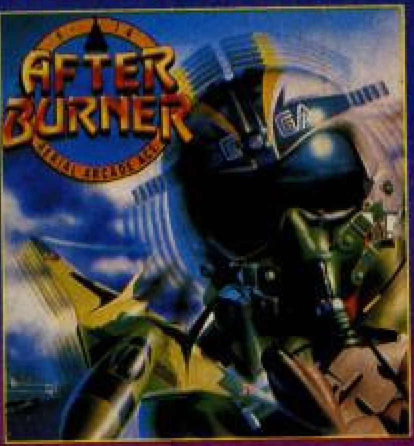






100% DYNAMITE

AFTER BURNER

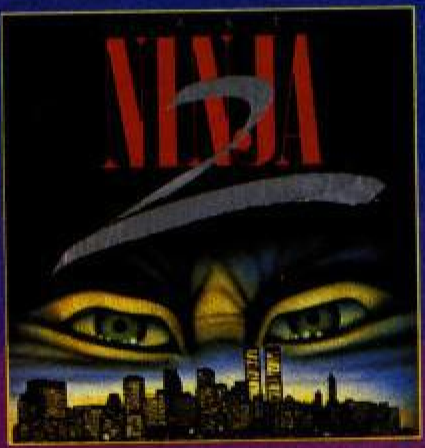


SHAKE . . . RATTLE . . . ROLL IT

AFTERBURNER – You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

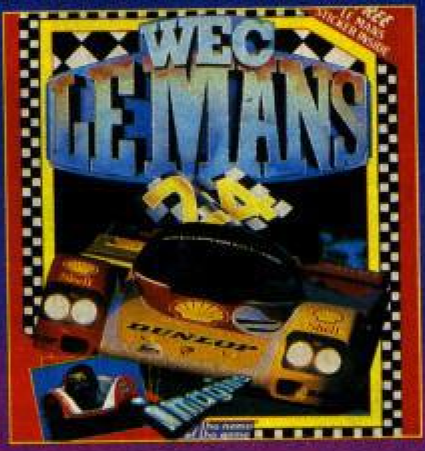
Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw . . . scan with your radar, lock on your target and FIRE!

LAST NINJA 2



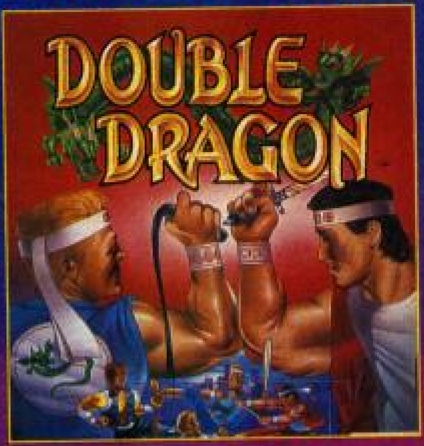
Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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SCORELORD



Well another month, another crate of Harpic . . . It only seems like yesterday that I drank myself comatose to celebrate Stu's horrific defeat against the cleaning lady after he so foolishly challenged her to a game of *Kick Off*. Probably because it *was* only yesterday. These substances are so mind-distorting. Ah well, if you think you can do better than the foul wretches that form the ZZAP! team then look no further than this magnificent page – these are the scores you puny humans MUST beat in order to be considered more than the clumsy amoebas most of you appear to be.

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

APB (Tengen/Domark)
49,655 (Day 10) Lenny, Warley, West Midlands

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones, Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace) (Amiga)
10500 Daniel Besser, Bletchley, Milton Keynes

BARBARIAN II (Palace)
314,000 Paul 'Pablo' Blom, Nieuwegein, Holland
310,000 Lee Tanner, Basildon, Essex
291,080 Neale Willis, Long Eaton, Notts
289,000 John Turkineck, Carrickfergus, N Ireland

BATMAN: THE MOVIE (Ocean)
350,820 Rob (V Vale (Ha! Ha! I don't think - Rob H)), ZZAP! Towers

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,974,350 (Completed) C Roberts, Middlesbrough

BIONIC COMMANDO (Go!)
1,352,820 Marc Spence, Leeds, W Yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BLOOD MONEY (Psygnosis) (Amiga)
317,000 (Completed – Bloody Hell!) C Hall, Houghton-le-Spring, Tyne and Wear
126,450 Christian Madsen, Denmark
111,800 Stuart Wynne, ZZAP! Towers

BUBBLE BOBBLE (Firebird)
8,693,110 Phil Hutchinson, Heage, Derbyshire
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

CITADEL (Electric Dreams)
496,950 Mark Clements, Kettering, Northants
339,986 Chris McCallam, Broadstone, Dorset
305,776 William Callaghan, Tipton, West Midlands

CYBERNOID (Hewson)
238,430 Donovan James, West Bromwich, West Midlands
135,875 Wayne Fowler, Basildon, Essex
132,270 Dean 'SJT' James, West Bromwich, West Midlands

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland
5,764,176 David Petyt, Wakefield, W Yorks

DENARIS (US Gold/Rainbow Arts)
962,000 (Completed) Stephen (BLASTER) Blidgeon, Wythenshawe, Manchester
851,030 Bret 'Cool' Crossley, Rothwell, Leeds
839,510 Stephen Blidgeon, Wythenshawe, Manchester

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

DOGS OF WAR (Elite) (Amiga)
110,750 (Five missions completed) Rob 'Gun Mad' H, ZZAP! Towers

DYNAMITE DUX (Activision) (Amiga)
191,710 Phil King, ZZAP! Towers

FIRST STRIKE (Elite)
73,300 Rob H, ZZAP! Towers

GEMINI WING (Virgin) 17,395,710 (Bloody Hell!) - Anonymous

GRYZOR (Ocean)
3,003,000 Jukka Piira, Helsinki, Finland
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton

HAWKEYE (Thalamus)
5,625,380 David McKenzie, Dennistoun, Glasgow
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Kyle Aminoge, Peterborough, Cambs

HUNTER'S MOON (Thalamus)
704,350 Colin Fulton, Ayr, Scotland
631,474 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, West Midlands
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middlesex

INTERNATIONAL KARATE + (System 3) (Amiga)
95700 Daniel Besser, Bletchley, Milton Keynes

KICK OFF (Anco) (Amiga)
42 points (????, 1st) Chris Barrett, Chislehurst, Kent
40 points (USSR, 1st) Wayne (Kick Off King) Kendall, Whitehaven, Cumbria

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
2,081,590 Lenny, Warley, West Midlands
1,321,485 Richard Pembridge, Wirral, Merseyside

NEBULUS (Hewson)
216,830 Dennis Watts, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks

NEW ZEALAND STORY (Ocean)
Level 3-2 (220,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

NEW ZEALAND STORY (Ocean) (Amiga)
Level 2-4 (214,954) Julio Riesco, Pensby, Merseyside
Level 2-4 (148,325) Steve Packer, Chelmsford, Essex
Level 2-4 (130,788) Rob H, ZZAP! Towers

OUT RUN (US Gold)
95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PHOBIA (Mirrorsoft)
258,000 (Completed) Peter Hills, Gravesend, Kent

POPULOUS (Electronic Arts) (Amiga)
161,950 Karl Hughes, Buckley, Clwyd
154,450 Daniel Besser, Bletchley, Milton Keynes

PROJECT STEALTH FIGHTER (Microprose)
518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Guisley, W Yorks
91,230 Gijsbert Griffioen,Lelystad, Holland

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland

RENEGADE 3 (Imagine)
81,720 Phillip Steventon, Weeping Cross, Staffs

RICK DANGEROUS (Firebird)
257,300 (Completed) Casey Gallacher, Reading

ROBOCOP (Ocean) (Amiga)
353,280 (Completed) Rob(ocop) H, ZZAP! Towers
352,580 (Completed) Chris Foote, Worcester Park, Surrey
352,450 (Completed) Bradley O'Connor, Papakura, New Zealand

R-TYPE (Electric Dreams) (Amiga)
180,400 (Completed) Rob H, ZZAP! Towers

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
247,005 Gaspart Arnaud, Belgium

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
1,827 Wayne Fowler, Basildpn, Essex
1,487 Richard Archbold, Basildon, Essex

SILKWORM (Virgin)
1,072,600 Gaspart Arnaud, Belgium
824,752 Anonymous
812,500 Dean 'SJT' James, West Bromwich, West Midlands

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsay, Gilmerton, Edinburgh

STAR PAWS (Software Projects)
848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middlesex
647,226 Martin Smith, Warrington, Cheshire

STRIDER (Capcom)
42,250 Rob H, ZZAP! Towers

TARGET RENEGADE (Imagine)
440,226 A Barnett, Spenceley, Salop
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria

TEST DRIVE 2 (Accolade) (Amiga)
247,382 (Completed) Christer Sundin, Kungalv, Sweden
236,931 (Completed) TECH, Kristiansund, Norway
215,195 (Crashed half a mile from the end!) Robin 'Mad Driver' Hogg, ZZAP! Towers

TETRIS (Mirrorsoft)
131,029 J Tillotson, Halifax, W Yorks
78,986 Stuart Scattergood, Deeside, Clwyd
75,545 Steven Leary, Chelsea, London

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
4,992,013 William Callaghan, Tipton, West Midlands
3,949,835 Casey Gallacher, Calcot, Reading

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

WICKED (Electric Dreams) (Amiga)
7 Constellations completed Rob H, ZZAP! Towers

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,093,200 Michael Collins, Castle Rea, Co Roscommo
1,071,525 MArk Clements, Kettering, Northants
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

SCORE OF THE MONTH

KICK OFF – Phil beat Ed Stu 11-1! (after heavy fouling with a blind ref! – Ed)

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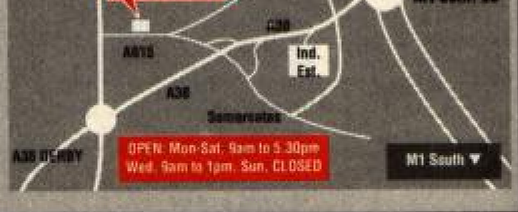
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BACK ISSUES

No 49 May 1989
Are You Console Crazy? Renegade III, Cybernoid 2, Voyager Silkworm, Robocop, War in Middle Earth! Batman map!

No 50 Jun 1989
PHOBIA DEMO & ZIG ZAG - THE REMIX CASSETTE! Tips Special! Xenon, Speedball, Battlehawks 1942, The Muncher, Powerdrome, The Kristal, Forgotten Worlds, Kick Off, Hillsfar! Forgotten Worlds Poster!

No 51 Jul 1989
Massive 5-page Strategy Special! Phobia, Project Firestart, Test Drive II, Archipelagos, Blood Money, Millenium 2.2, Wicked, FOFT! Powerdrome poster!

No 52 Aug 1989
Batmania! Free Bat poster! Psygnosis Special! Reviewed: Citadel, Rick Dangerous, 3D Pool, American Club Sports, Navy Moves, Baal, Deja Vu II, Journey, Zork Zero, Waterloo, Tank Attack, Astaroth, Vindicators, Time Scanner, The Newzealand Story, Wayne Gretzky's Hockey, Microprose Soccer, Gunship, Hawkeye, Xybots

No 53 Sep 1989
Fresh from the Ocean - Ocean in high gear for Xmas release period! Reviewed: The New Zealand Story, Rainbow Islands, Gemini Wings, Inner Space, Hostages, Grand Prix Circuit, The Champ, Personal Nightmare, Demon's Winter, Curse of the Azure Bonds, Breach, Fire Brigade, Laser Squad, Indiana Jones, Licence to Kill, The Running Man, Red Heat, Kult, Tom & Jerry, A Garfield Winter's Tail, Fiendish Freddy's Big Top of Fun, Savage, Phobia, Dominator

No 54 Oct 1989
Interview with Power Drift programmer Chris Butler! Randy's Tips Extravaganza! Test Flight - Falcon vs F-16 Combat Pilot! Reviewed: First Strike, Thunderbirds, Tusker, Skate Ball, Team Sports, Shinobi, APB, Xybots, Aaargh!, Paperboy, Jack The Nipper, Ghosts 'n' Goblins, Masters of the Universe, Rescue on Fractalus, Mr. Heli, Xenon 2, Buffalo Bill's Wild West Rodeo Show, Omni-Play Basketball, Strider, Sleeping Gods Lie

No 55 Nov 1989
Give it some stick - Phil King gets to grip with the latest sticks! Free Tusker poster! Preview of US Gold's Turbo Out Run! Reviewed: Batman The Movie, Indy The Action Game, Continental Circus, vigilante, Firepower, Powerdrift, RVF Honda, 3D Pool, Pro Tennis Tour, Beach Volley, The Untouchables

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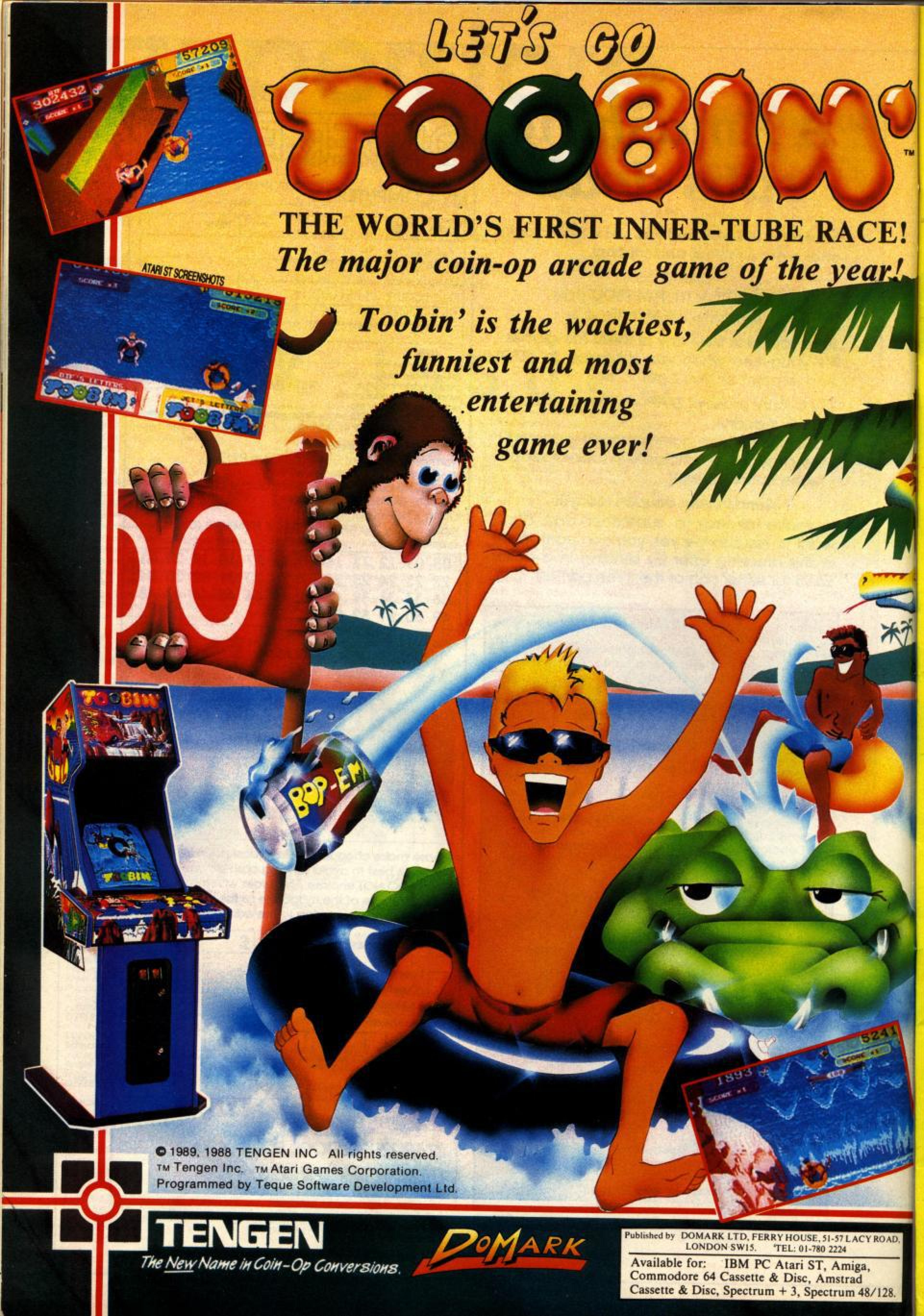
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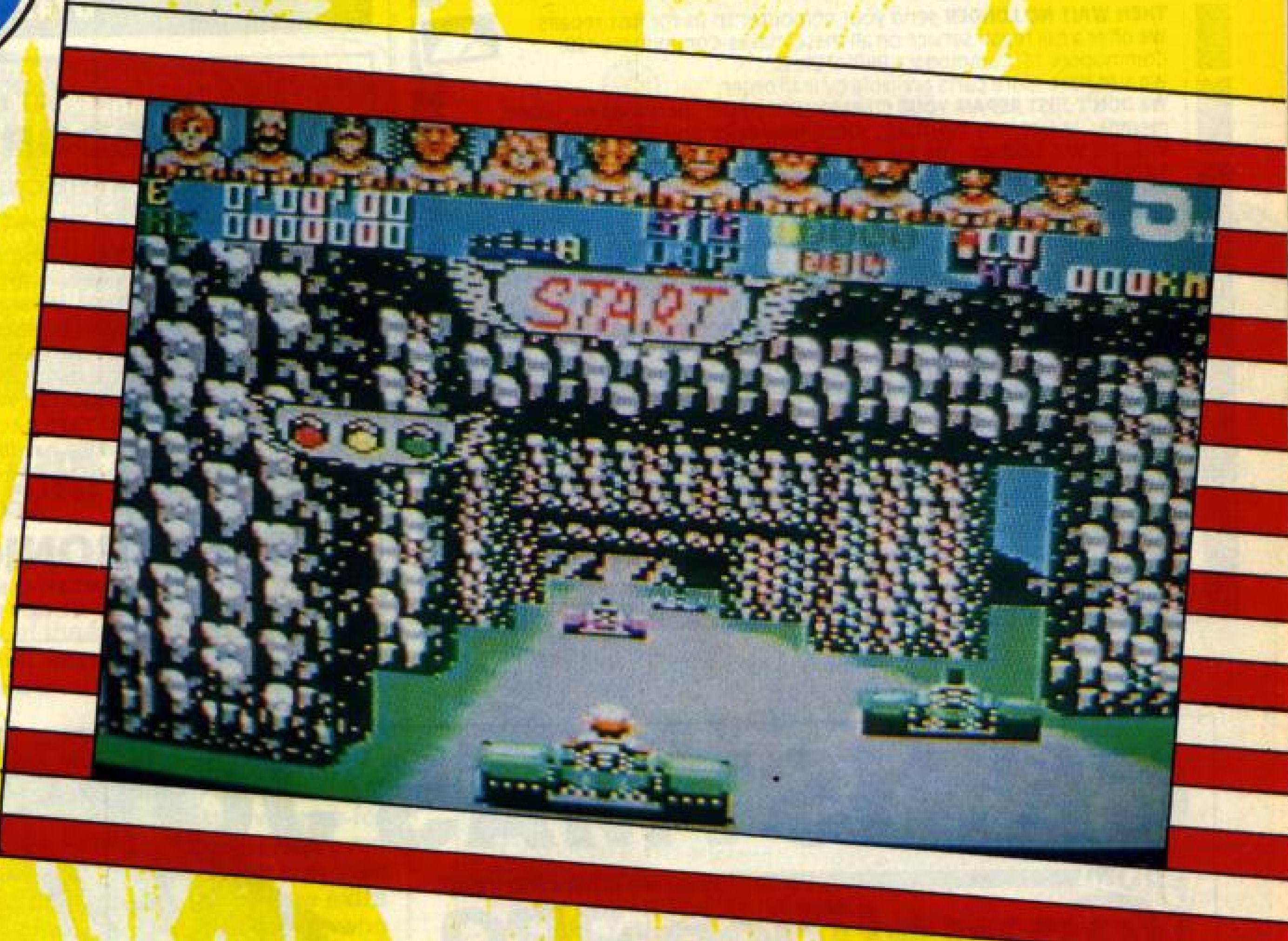
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POWER UP!

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Last month you witnessed the amazing review of Activision's Sizzling coin-op conversion, *Power Drift*. Now, to celebrate the success of this super-fast racing game, Activision are giving away a fantastic radio-controlled Mega-buggy. Yes, now you can drive the local dogs and cats crazy as you steer the tough buggy all over your garden! But seriously, this buggy's big and powerful enough to go over tough terrain and even up hills – just like in the game! You can even make a suitable gesture as it zooms past your neighbours' Reliant Robin!

To stand a chance of winning the buggy, or one of ten huge A1 *Power Drift* posters for the runners-up, all you have to do is answer the three simple questions below . . .

1. Who programmed the C64 version of *Power Drift*?
2. How many other drivers are there to compete against?
3. Which company produced the original *Power Drift* coin-op?

There, easy weren't they? (if not, try looking at Issue 55). Bung the answers on the back of a postcard or sealed envelope and send it to *POWER DRIFT COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

Usual competition rules apply, and entries must be received by 21st December at the very latest.





So here it is, Merry Christmas, everybody's having fun . . . Well I'm not. For the last month I've had to listen to Phil incessantly rambling on about his recent trip to Blackpool: the wind, Linda Nolan, the wind, the tower, the wind, the circus, the wind, the hot dogs and extra large chilli burgers and . . . ah yes, the wind! And he didn't even bring me back a stick of rock. Instead I got a paper bag which I discovered, when I put it on, was full of itching powder. So excuse me if I'm a bit irritable this month, but my head is stuck in the hugest pot of calamine lotion you've ever seen.

STOCK, AITKEN, AND MARTIN WALKER!

Dear Lloyd,
I'm sure that everyone is aware of the latest trend in the music industry of re-mixing records that were moderately successful when they were first released and then re-releasing them as '89 versions with better sales.

The reason I say this is because I think it would be a good idea if some of the software houses adopted the same approach.

Take a game like *Enduro Racer*, for example, which has just been re-released on budget. I'm not saying that it isn't value for money at budget price, but the game could've been improved upon instead of just a straightforward cut in price. If it was then sold at mid-price (say £4.99), to compensate for the the extra work involved, I think this would catch on. This way, people who already own the original game might want to buy the new version as well since it would (theoretically) be much better.

I've got nothing against budget re-releases (most original budget software, with the exception of Zeppelin's, is dire anyway), but I feel that software houses should only re-release their best games at budget price (ie *Sanxion*, *Uridium* etc) and any other duff games should be 're-mixed' and not just churned out in their original form. You only have to look at games like *Crazy Comets*, reincarnated as *Mega Apocalypse* (an infinitely better game) to see what could be achieved. After all, a programmer could gain a lot of experience in the time between the original release and the re-release date. Why not let them have a crack at producing a better version, having learnt from any mistakes and also making use of any advances in programming.
Ian 'The Schemer' Frazier, Petts Wood, Orpington.

***It's an interesting idea Ian, but the only examples which spring to mind are Andrew Braybrook's remixes of his successful games Gribbly's Day Out* and *Paradroid*. Programmers of less successful products may feel it's better to forget them as improving them probably isn't so much glitzing them up, as Braybrook's done, but starting again. *Firepower*, for example, would be little improved with better graphics, the whole game structure needs to be better done. And with that amount of rewriting the end-product would effectively be a new full price game. In the old days programmers would often rewrite previous games into new, and much better products, but with so much licence-based games around now this is much rarer.**

LM

A NOVEL SOLUTION TO PIRACY

Dear Lloyd,
Enough is enough!! I'm sick and tired of moaning minnies complaining about the problems of pirates and hackers cause. Well, I have come up with a very clever and devious plan to erase the problem completely.

Stopping piracy is easy, simply remove the masts, anchors, cannons, sails and any other boat propellants you can find on board their ships, and burn them. That will keep them at bay (snigger, chortle) for a while.

As for hackers, personally I blame the referees. When I was a lad, if I hacked anyone I was either booked or sent off the field in disgrace. So come on referees, put your foot down a bit more and society will feel better for it.

Now that I've solved your quibbles, I hope you can help me with mine. I bought a Commodore 64 from my local dealer after hearing many encouraging reports about them easily performing many tasks which we would find a boring chore. So, before leaving for work last Tuesday, I left a list of chores for the computer to do on the mantlepiece. When I got home later that day, you can imagine my surprise when I found my home was still in a terrible mess. I could not believe it, the computer had not done a thing, in fact it was still in its box in the corner of the room where I had left it!! What a con. I gave it a couple of weeks to pull itself together, but it was to no avail. My home was under two and a half feet of debris in no time at all, so I had no choice but to go back to the dealer and complain about its laziness.

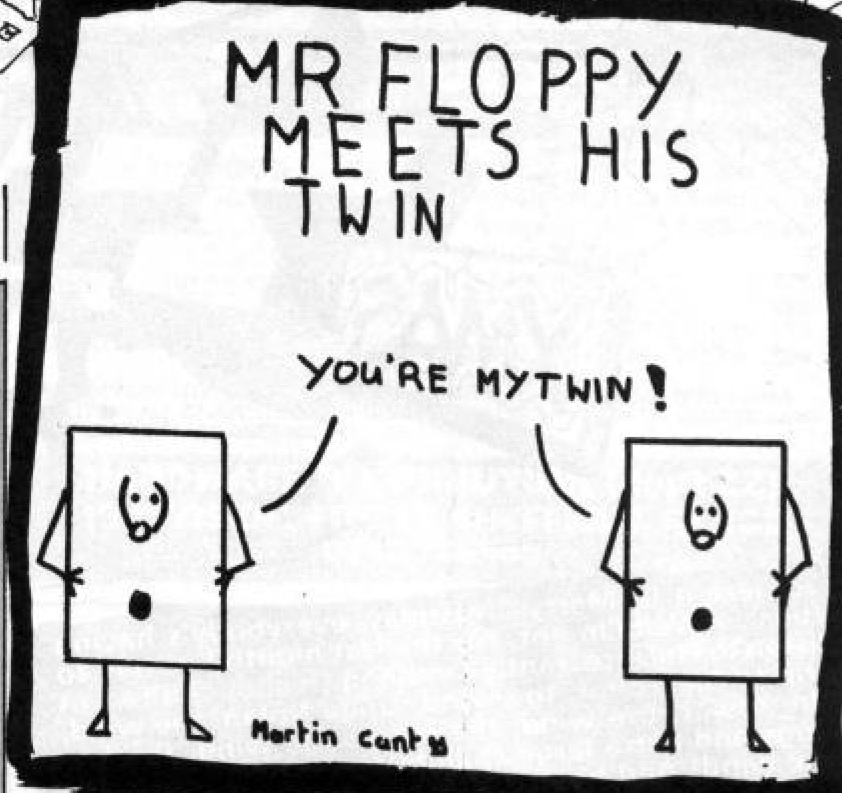
Well, talk about cheek, this dealer had more cheek than a Sumo wrestler. He was most unsympathetic and rude to me, he even threatened to call the police if I tried to break his windows again.

Now I feel hurt, used and ripped off. Please tell me where I stand as regards getting my money back from my so-called computer.
Barry (no!! not back in the box) Stoker, Telling, Tyne and Wear.
PS Please excuse my handwriting, but this jacket is tied too tight around my arms.

Piracy is a serious problem and I'm appalled at your flippant approach. Confiscating pirate ships' masts, anchors etc may well stop piracy, but catching the blighters on the open seas is the real problem. The Royal Navy has a lot on its plate, and hunting down the numerous pirates is a hard task, particularly as the blaggards often neglect to fly their 'Jolly Roger' flag if they see one of our ships coming. As for your solution to hacking, well here I can heartily agree with you. Nowadays the only ref worth his whistle is Boylan (and he's often let down by his linesmen on corners, etc). But Winchester is blind, and Jack Daniels drunk (Kick-Off in-joke – Ed).

Now onto your problems with your C64. Barry, you don't mind if I call you Barry?, well you must be more forgiving of your computer. Firstly no computer will do anything for you unless you take it out of the box and give it a nice jolt of electricity. Make sure its datasette is regularly cleaned, talk to it kindly and you never know, even the most recalcitrant computer might finally come around to your way of thinking.
LM

ZZAP! RRAP



BACK ME UP

Dear Lloyd,
Several interesting letters were published in issue 54, prompting me to write in and air my opinions on these subjects:
1) Please, please, please DO NOT start a video/movie column in Zzap!. I am sure that C&VG will tell you from past experience that such columns receive 99.5% abuse and very little praise. Keep to the stuff you do best and leave the film guides to the professionals, the film magazines.
2) I think having Amiga disks on ZZAP! covers is a wonderful idea. C64 tapes are no use to me now since my trusty old machine broke several months ago. Many C64 owners will detest this idea, but if you share out tape/disk covers equally, everything remains fair and everybody is happy.
3) Games piracy is never going to stop unless ALL companies take drastic action against it. Although combatting piracy is obviously best done by technical means, this may also stop some people from buying originals. I am, of course, referring to making Amiga back-up copies. Many of my games have such good anti-piracy devices that it is impossible for me to make back-ups. Therefore if anything corrupts the master copy I have to send back the game in the hope of a replacement. Do you know of any devices which can successfully copy heavily protected disks, as I would feel safer storing all my original titles away from harm.
4) I recently received a £30 software voucher for my *Battle Tech* hints (issue 55). Now that my head is back to normal I'd like to ask whether I must pay normal retail prices or the reduced Zzuperstore ones?
Stuart Hardy, Wales, Sheffield

A film review column does seem unlikely, though we had to restrain the Ed from doing reviews of* Batman *(10/10 – Ed) and* Star Trek V *(6/10 – Ed). As for Amiga disks, we've been getting a few letters in favour but it'll need plenty more to convince the 'powers that be' to look at the subject seriously.

Most, if not all companies will replace any damaged disks for a small charge so I think backs-up aren't essential, and may break the law. As for your £30 voucher, you'll be glad to know it applies to the special Zzuperstore prices – that Dr Frey's such a generous chap.
LM

NO TIPS BOOKLET

Dear Lloyd,
Where's the 42 page tips booklet as promised in issue 53? All I got was 20 pages in the middle of ZZAP! Normally I do like your mag, but I was disappointed. I ran all over town trying to get the October issue, but there was only half the tips promised unless you managed to squash 42 pages worth of tips into only 20.
Michael Enoch, Linthorpe, Middlesbrough.

42 pages were indeed promised, and planned, but at the last minute it was decided using the low-quality paper they were going to be printed on would spoil the 'feel' of the mag. Both the adventure section, strategy and Rrap would also have had to gone on the paper, so on balance, I think the right decision was made. As many tips as possible were crammed in, and any left over were printed in last month's nine-page special. I also think the new style 'Pig in a poke' section has a lot more tips than in the past, so I hope that's some compensation.
LM

REAL COMPUTER VIOLENCE

Dear Lloyd,
I was about to put my last 10p into the local *Forgotten Worlds* arcade machine when some rather abusive language caught my attention. Turning around I saw a group of thugs gathered around *Dragon Ninja* and laying the boot into it. Being as *Dragon Ninja* is one of my favourite arcade games I felt it was my duty to stop this senseless vandalism before they broke it. So plucking up the last dregs of my courage I approached the ringleader of the gang and asked him in a most polite manner what the hell did he think he was doing.

A skinhead with a bad breath problem made the rather obvious reply, 'What the ******* hell does it look like?' I returned home that night with a bloodied nose and a bruised face after being headbutted and punched continually by him and his followers. And if that wasn't bad enough, they had also stamped and crushed my glasses before the manager pulled the screaming monsters off my huddled form.

After a quiet and peaceful recovery at home, I thought I would take a trip down my mate's house to see if he had any new games for his Atari ST.

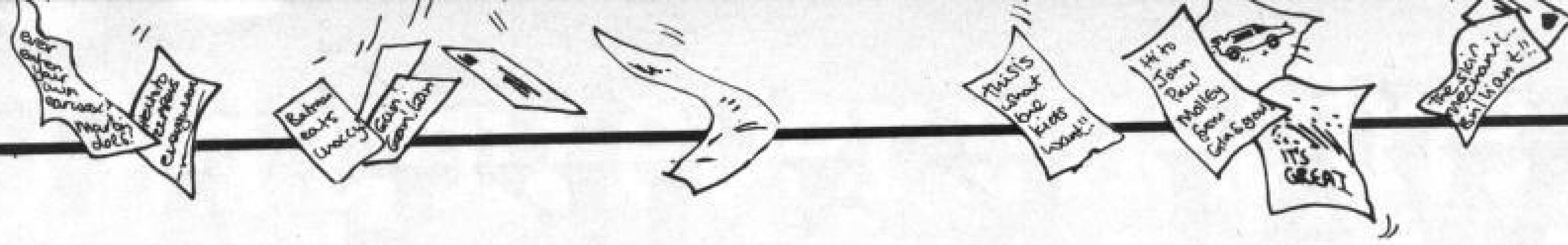
After being shown up to his room by his dad I was just about to enter when I heard some rather strange growling noises coming from within. Thinking that maybe he had a girl in there, or was just perving through the window, I was just about to go back downstairs and leave when the smashed up remains of *Op Wolf* came flying through his bedroom door. When I looked up from what was left of it I saw my mate Jason standing in the doorway with his computer clutched tightly in both hands. His anger-reddened face showed no movement as he threw down his ST. Maybe he had got fed up with it, but then again who hasn't? Before he had a chance to take his anger out on me I ran down the stairs and legged it out of his front door, promising myself I wouldn't call for him again in a hurry.

When I returned home, imagine my surprise when I found the smashed remains of my favourite game, *Armalyte*, on my brother's desk. He had always disliked that because he couldn't get very far in it, so he must have smashed it up in frustration. When I consulted him afterwards he just smiled and said he'd pay for it, his excuse was that he had accidentally sat on it and that he didn't mean to damage it. Of course I didn't believe him, I mean only Gordo could have sat on it and caused that much damage.

So Lloyd, can't you see what's happening? Computer games are turning innocent people's brains into biomechanalised mush until, in the end, an ordinary person becomes a ruthless, violent animal, tripping up old men, smashing hospital windows, and punching small children. No wonder there's so much violence in the world, even I feel like hacking up my C64 at this moment. You must do something about it right now before it's too late and everyone on this planet will become grandma-killing, knife-wielding, headbutting, eye-gouging, unleaded petrol-using sons of dogs.
Richard Hill, Rummney, Cardiff.

Not to mention suffering incredible hallucinations?

LM



A FEW IDEAS

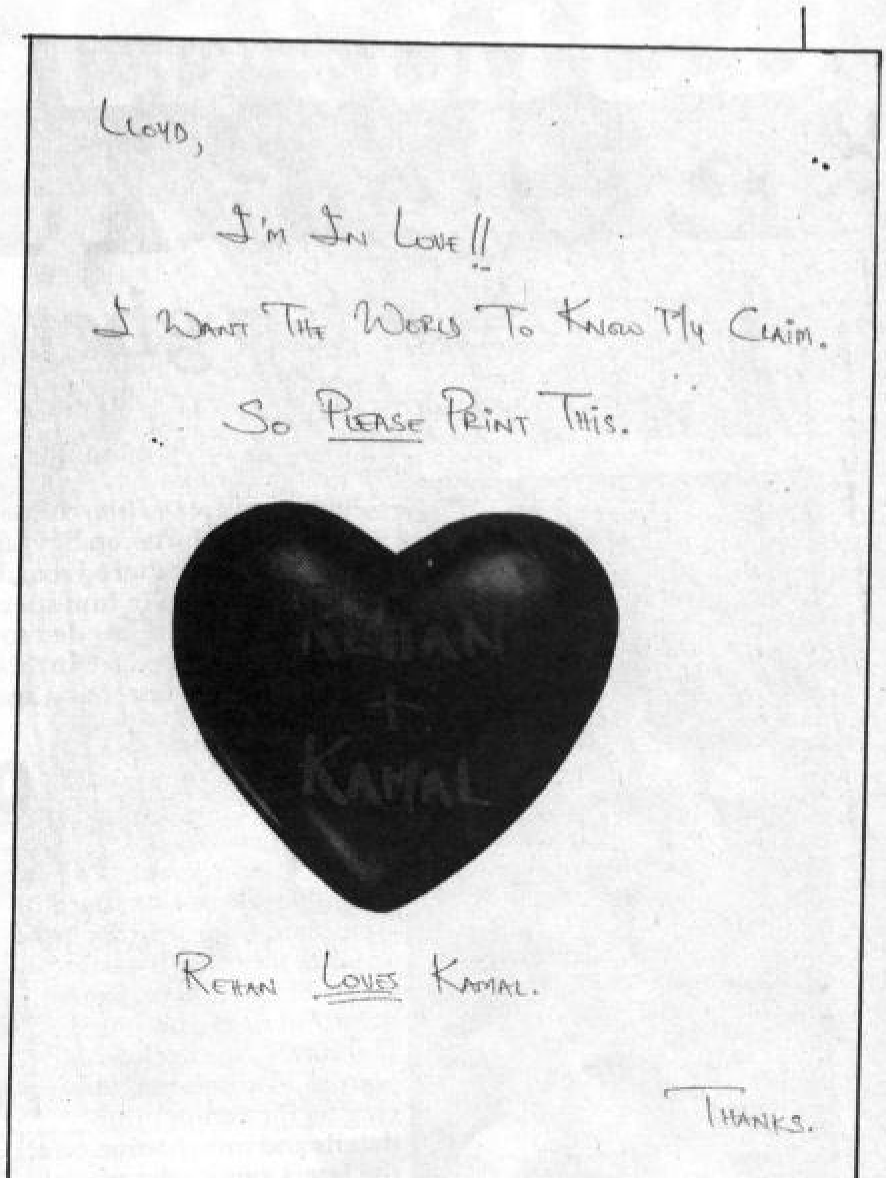
Dear Lloyd,
This letter is a normal letter from a sane reader who is trying to express some of his personal ideas, so if you don't want this section filled with stupid ideas then don't read on. Here are some ideas:
1) Why don't you have another cover cassette, but instead an audio one with a selection of the best C64 music to bop to!
2) Over a period of a year, why don't you have a software house competition? The idea is to work out at the end of the year the average percentage of games from each software house, and update the scores each month.
3) Have a ZZAP! reunion so we can see what reviewers from eons ago, like Gary Penn, are doing with themselves.
4) Have another reviewers contest, where reviewers from the different mags compete at different games.
5) Print winning competition entries. If there is a competition where, for example, entrants have to draw a picture, why not print it?

On to a more personal concern. I think you should fix the subscription prices in the Zzuperstore. I can buy one year's worth of ZZAP!s for about $50 from the newsagent, but it costs $100 to order it from you!

The Amiga section is great, and although there are many people who complain about it, they will probably buy an Amiga in the future. When they do, they can simply look back over all the past Amiga reviews which they may have previously ignored.

Well, that's it, and I know this will probably be shredded like most sensible letters but thanks for reading it anyway.
Brett Gaborit, Glenelg East, Australia.

Shred sensible letters? Only if they've got nothing at all new to say, Brett. Now onto your points.
1) Interesting idea, I seem to remember one of the old ZZAP! cover tapes had some stuff by Martin Walker on it, but won't most readers want some game demos on the tape as well?
2) Tempting. Might not be completely fair as some of the really bad Amiga stuff we don't always cover, but maybe a loyal reader might want to compile the info for a chart in an upcoming Rrap?
3) Hmmm. I suppose it depends on them, really.
4) Yep, we were going to have one this ish but TGM wimped out due to lack of space in their mag (a likely story).
5) We've done this in the past, and it's always a possibility.
Overpriced Ozzie subscriptions, well according to Dr Frey . . .
LM


Lloyd,

I'm In Love!!

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REHAN + KAMAL

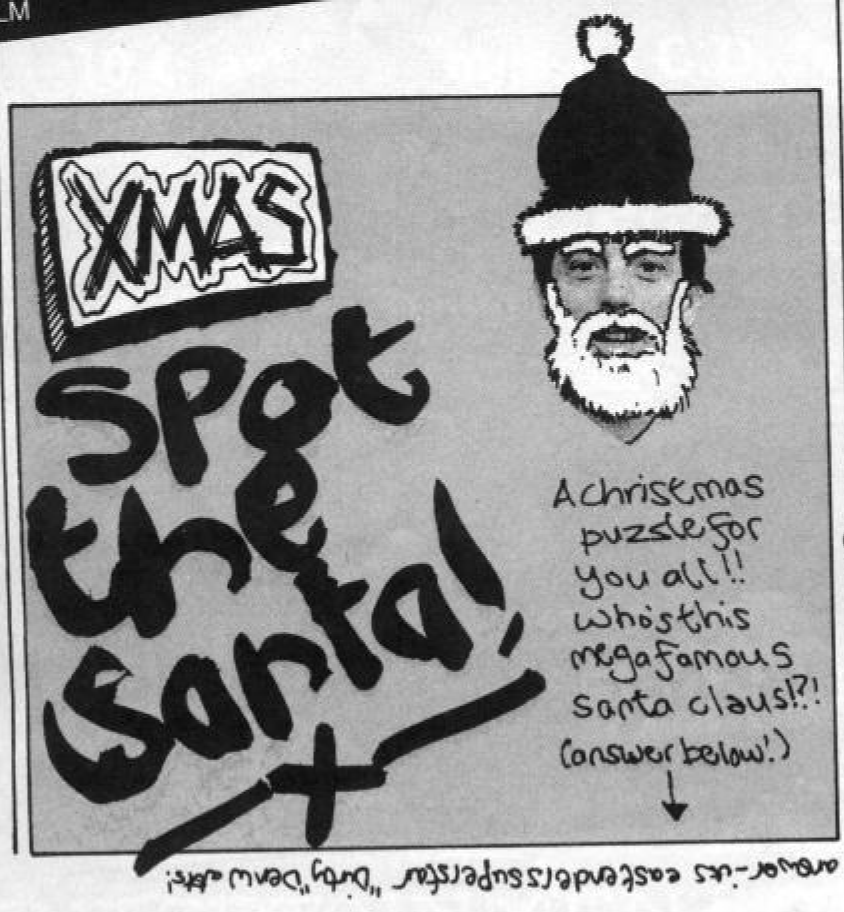
Rehan Loves Kamal.

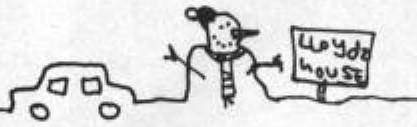
Thanks.

PHONEY PHIL

Dear Lloyd,
Dear Lloyd
A few weeks ago I got a call from someone claiming to be Phil, the good old reviewer from ZZAP! According to him I had won a draw and that the prize was to choose three games for my computer (an Amiga). So no sooner than you can say Spectrum 48K I had said I would like *Crazy Cars 2*, and was about to say *Strider*, and *Shadow Of The Beast* when the line went dead. So naturally I blew up my telephone with three pounds of plastic explosive, still wondering whether or not someone was having a good laugh at my expense, or I'd really won. So please could you tell me which it is?
Jamie Waller, Aylesbury.
PS If I have won, I would like *Crazy Cars 2*, *Strider*, and *Shadow Of The Beast*.

Our Phil seems to get about a bit, doesn't he? When he's not endorsing the Commodore Show, he's working with Viv doing the competitions. Sad to say it looks like someone has been taking the mick . . .
LM





Well that's it for the yuletide Rrap, and I didn't get a single Xmas card. But seeing as this Xmas issue comes out a month before the real Christmas, you still have time to send me one (hint, hint). Until the next time, I'll wish you a Merry Christmas and a Happy New Year: Merry Christmas and a Happy New Year!
In the meantime, send those letters (and cards) to *LLOYD MANGRAM, ZZAP! RRAP, PO Box 10, Ludlow, Shropshire SY8 1DB.*

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And don't forget to ring KEN D FISH on

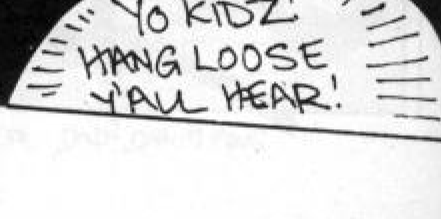
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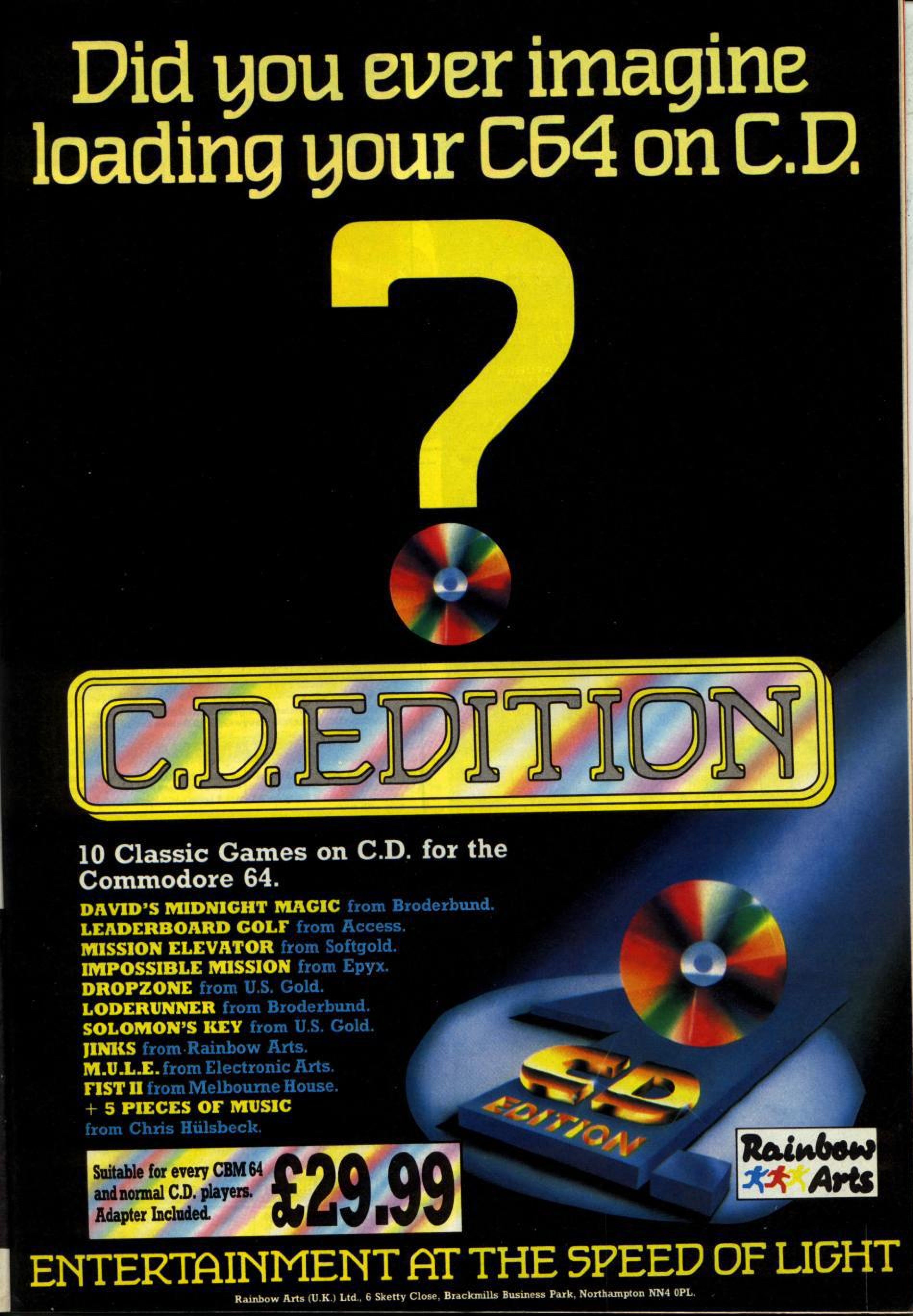


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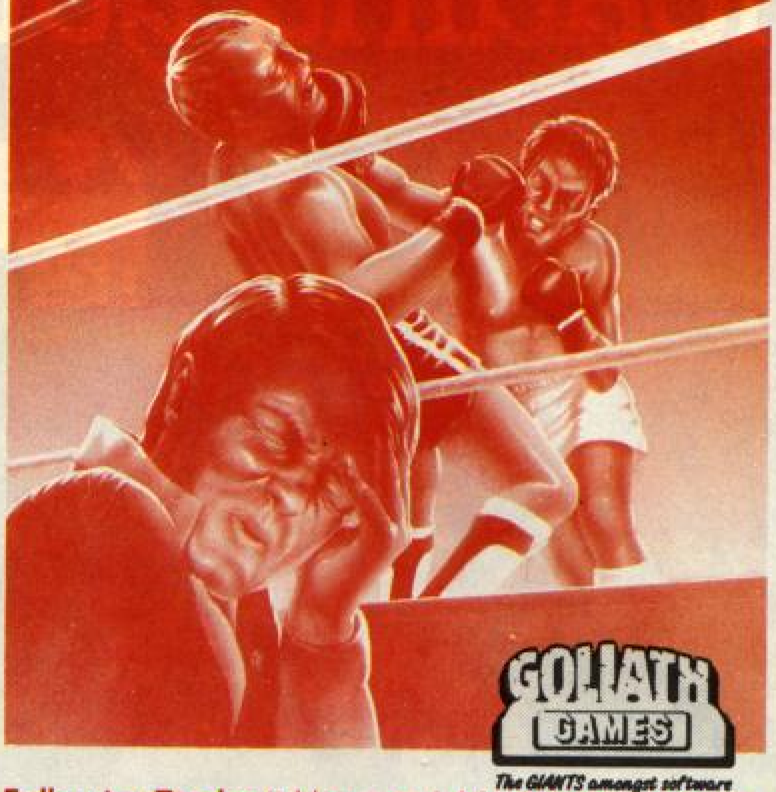
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THE BUDGET BIT!

TOP GUN
Hit Squad, £2.99 (Rerelease)

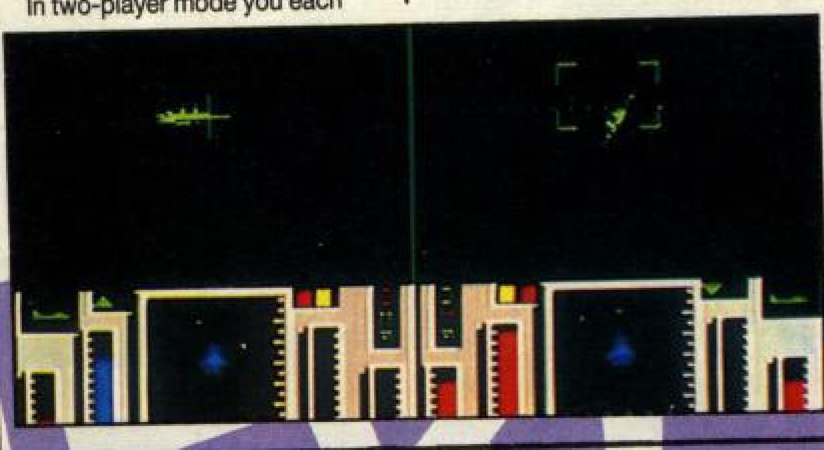
Ray Ban sunglasses, powerful motorbikes and life in the US Navy were all popularised in the visually breathtaking film. But the real star was the Grumman F-14 Tomcat, here digitized for high-flying arcade action.

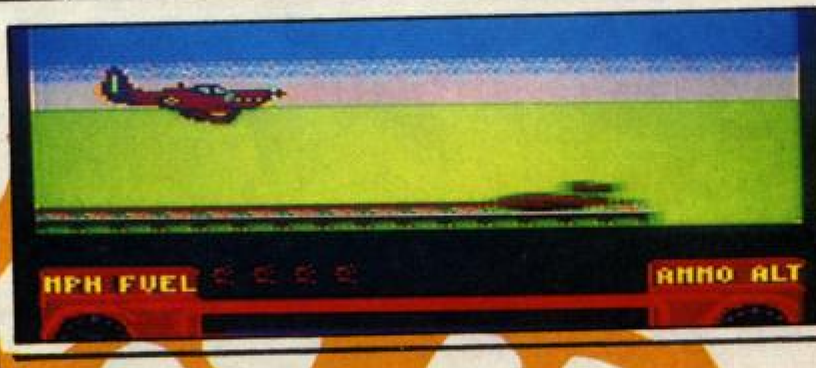
A split-screen, two-player 3-D flight game this has fast vector graphics although movement is a little erratic: you can often have the enemy plane length-wise in your sights with you in his sights as well! Planes also tend to vanish out of your gunsight when close to, rather than smoothly flying away. Another problem is the horizon – it's a simple white line and the only way of telling if you're upside down or not is by looking at your instruments.

In two-player mode you each have three lives and the duel starts with you materialising in a night sky. Use the small radar scanner to manoeuvre into firing position and choose either cannon or missiles – the latter are deadly but can be foiled by flares. Speed can increased or decreased, and collisions with the sea are invariably fatal. In one player mode you again have three lives, and must defeat three enemy planes (one after the other) to progress onto the next level.

As you can see gameplay is extremely simple and the graphics lack the necessary smoothness to compensate. At a budget price it's fun for a while, but lastability is low.

OVERALL 61%





SPITFIRE
Encore, £1.99

Next year should see Sue Lawley commemorating the Battle of Britain, and Encore are first out with a tie-in: **Spitfire**. It's 1940 and the flying bombs are zooming over the Channel toward Britain. To prevent them blowing up the aircraft (lives) parked at your base you must shoot them down, while also defending yourself against Me 109s. On the other side of Channel are rocket bases which you must destroy by making diving strafing runs. A map can be called up, but with no ability to navigate other than to make the screen scroll left or right, this facility is mainly useful as a pause.

While the backgrounds are mediocre, the Spitfire sprite itself is well-drawn and animated. Unfortunately its size throws realism out of the window, and combatting Me 109s which flash across the screen so quickly is difficult. Turning around, climbing and diving are also a bit awkward with strange controls and so little space to manoeuvre in.

While luck plays a large part in your survival, practice allows you to build up a respectable score. But the lack of variety means there isn't much incentive to keep playing beyond that. Purchasers of **Operation Hormuz** should recognize the game-style as it's virtually identical, albeit lacking a few minor features. Certainly not a flight sim, this is a shoot-'em-up where overlarge sprites seriously impair playability. Fun for a while though.

OVERALL 55%

RAMPAGE
Hit Squad, £2.99 (Rerelease)

This is one of those coin-ops that leapt to fame more because of an off-beat aspect than amazing play. Here the gimmick is that up to three players take control of monsters rampaging through a city full of skyscrapers. Each screen is made up of a static view of a city street. The monster must destroy all the buildings on the street to go to the next one. Buildings are demolished by the monsters climbing up them and smashing massive holes in them. Sometimes useful stuff, such as food, is revealed, other times it maybe something harmful (ie poison). Also after the monsters' blood are tanks, helicopters and snipers.

The concept is novel and initially very funny, especially as you beat up the other monsters (either computer or human controlled). However there's very little variety to the gameplay and the items which you can pick up are very hard to see. In two player mode it's enjoyable enough, but on your own it can soon become boring.

OVERALL 59%



THE LAB REPORT

Form 2-19
Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.
LAB ASSISTANT: The Geek

Well, I must admit I've been putting my feet up this month _ onlyone game arrived for review, and as it was 'extremelyinteresting' Star Trek stuff the 'Trekkie' Ed decided to reviewit himself! So I'm temporarily unemployed _ I did go down theJobcentre, but they didn't have many vacancies for 113-year-oldmad professors. Instead, they told me to 'bugger off and drawyour pension, wrinkly!' _ what a cheek; thanks to my own NutzRejuvenation Potion I can still claim child benefit for myself!

Anyway, next month I will be re-employed _ Ed Stu promises hewon't hijack any more reviews (unless they're for Trekkie games!)_ and I'll have a full review of Level 9's latest (and last)adventure, SCAPEGHOST (which just missed a review this issue).Until then, be adventurous.

LAB Report

STAR COMMAND

SSI, Amiga £29.99

Stuart's log, Stardate 1259pm. After being beamed down into *The Prometheus Prophecy* last month, the dastardly Dr Norman Nutz has now stranded me on a space station in the Triangle. After accidentally being sold off in last month's Classifieds, he claims he hasn't time to explore this Amiga release. And in any case thinks a non-RPG fan's opinion would be useful to people who haven't played this sort of game before, so here's the idiot's guide to . . . SSI's *Star Command*.

'Why read science fiction when you can *live* it?' demands the packaging; a provocative statement to me and I soon set about reading the 28 page manual. With six pages devoted to charts showing hardware available and such like, the manual seems relatively small, but it's densely packed with how-to-play stuff and not an easy read.

The scenario is surprisingly brief, about a page, and tells us the Triangle is the shape and name of Mankind's space empire. Its borders are the Alpha frontier (dominated by piracy under Blackbeard), Beta Frontier (intelligent insects planning a war) and the Unknown. You're in command of a crew of eight which must complete the various missions assigned you. Many arcade games have better and more realistic settings than this!

Once you begin the game, you must assemble your crew. All instructions are via key presses to select options. Despite the mouse arrow on screen, there's no WIMP system. Crew selection begins with you pressing 'A', and a character's seven attributes are soon displayed. Attributes range from strength to speed to intelligence. Some attributes overlap, both courage and accuracy affect aiming in battle.

If you like a character's attributes you can hire him, if not you go onto the next. Hire a character and you can train him as a Marine (useful for espionage missions), a Soldier (Explosives and Chemical weapons option), Pilot (fly ship and communicate with aliens), and Esper (psi healing and attack).

To train a character you select a subject (ie Light Arms) and if you're lucky he'll go up a notch in that subject. Level eight is the highest you can go in a subject, and you have eight years to train someone. This might mean one year Light Arms, two years Special Forces (improving speed and accuracy attributes), one year Scouting/Recon, one year medical, one year explosives, and one year repairs. You can also go to officer school, and there are 13 ranks from private to grand admiral with widely varying earnings.

As a consequence when someone fires at an enemy the computer takes account of the weapon, whether it's loaded, range, any aiming devices added on, the soldier's accuracy, courage and willpower attributes, plus training rank with weapon type. Each time you complete a mission you can return to training to improve selected attributes/skills further.

Once you've picked your crew you should pick a starship. There's a big range, but they're expensive, limiting choice to two initially. Choose the cheapest as you also need to buy defensive equipment (shields, armour and later, electronic gadgets), ship's weapons (a large range) and crew equipment. Your team has a massive choice of weapons (5.56mm Palm Guns to Neutron Grenades), plus protective clothing and miscellaneous stuff such as Medikits, radiation detectors, and lockpick sets.

Now you're all kitted up you can get a mission from Headquarters and set off. My first mission was to go a set zone, and conduct espionage missions on all the planets there. In essence this meant moving a cursor across a plain space map until said zone was reached, then stepping down the map scale to show all the stars in the zone. I then moved the cursor to the ▶

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nearest star, stepped down the map scale, and moved the cursor to the nearest planet. Map scale is scaled down to show a piccy of the planet, and a mission (either espionage, trade or scientific) is selected. A dropship is shown flying off, then returns. Pretty boring huh?

Of course it takes time to get into the game, and soon enough space combat had begun. The first phase of combat is communication where you can, for example, plead for a truce or even pretend to be a deity and demand the enemy surrender. Phase two is movement. Your rather pathetic ship icon (it resembles a stick man! – Norman) can be moved around, or rotated. The latter is important because which direction shields, and gun positions, face is crucial. Phase three is firing, the computer suggests targets, but can change them or not fire at all. Choose fire, and a laser beam flies off, it's course and impact determined by weapon type, the gunner's skill and so on. As important as tactics in battle, is the planning of the ship's defences; which weapons are where and so on.

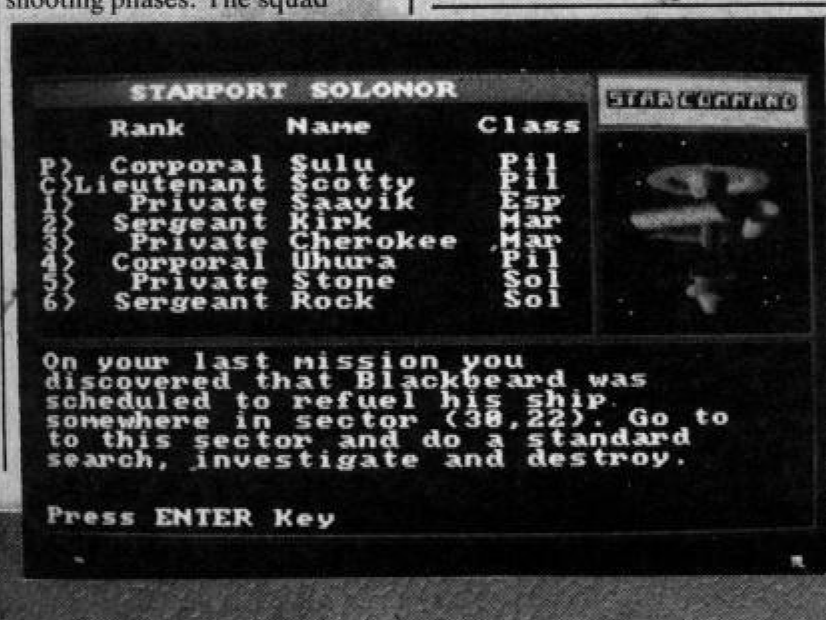
If you've planned well you can badly damage the enemy and choose to board his vessel. Squad combat then begins: this is basically the same whether on an enemy ship, space station or planet. The view switches to show the combat zone, from above, and details of your squad's health. The environment is divided up into empty areas, impassable areas, and defensive or offensive areas. Combat is again divided up into communications, movement and shooting phases. The squad always moves together and occasionally you can stumble over a computer, allowing you to scan its memory etc.

Presentation throughout the game is crude and unattractive. Using the mouse to point and click on a nicely designed layout would've added a lot. The basics of gameplay are surprisingly simple, but killing someone involves so much (skill, character attributes, choice of dozens of weapons etc) that it's far from easy to play.

Appropriate enough for something which claims to be like a book, the reward of playing the game isn't so much spectacular space battle scenes but the gradual development of the adventure. Your squad builds up its skills (and if you lose a man you might clone him, expensive as it is). The missions gradually become more interesting, and clearly there's a lot of memory to provide a big variety.

If I had more spare time, *Star Command* offers the sort of challenge most arcade games couldn't dream of matching (though *FOFT* has a go). It is, in a very limited sense, like being in a book. But you must use your imagination a heckuva lot to get over the poor presentation. According to Robin this is only an average example of the game-type, so I'll be looking out for some of the better ones (Oh no you won't! – Norman).

ATMOSPHERE	**48%**
PUZZLE FACTOR	**N/A**
INTERACTION	**44%**
LASTABILITY	**68%**
OVERALL	**52%**



SCAPEGHOST

Level 9, C64 £14.95 cassette/disk

Of all the funerals in all the world, I had to walk into mine! It's a spooky feeling, watching your own funeral, with people looking straight through you as if you weren't there. Well, maybe I'm not in the flesh, but my spirit lives on.

How did I come to be in such a atrange situation? Well, it all started when I, Detective Alan Chance, was sent on an undercover mission to infiltrate a drugs gang. Everything was going as smooth as a baby's bottom when someone alerted the gangsters. They killed me and took my partner Sarah as a hostage – for some reason they preferred her company to mine! Anyway, my colleagues on the force now think that I was to blame – I've got three nights as a ghost to bring the gangsters to justice, clearing my name in the process.

When the mourners have left, I watch the workman fill in my grave. He seems to see me for a split second and goes almost as pale as me. Darkness has already fallen when he and the night watchman leave the cemetery. I'm on my own now, or so I think until the spirit of Joe Danby greets me. This friendly ex-publican gives me a guided tour of the graveyard and its inhabitants before I start my quest.

Apart from Joe and myself there are seven other ghosts including a blind old lady, a pereniallyarguing couple, and an old army Colonel who is continually moaning about the drunken, graffiti-spraying vandals in the churchyard. Undoubtedly, I will be requiring help from all my graveyard colleagues.

You see, being a ghost isn't all it's cracked up to be. At first, I can't lift even very small objects, I must build up strength by picking up progressively weightier objects starting with a tiny plume of thistledown. To move heavy items I must recruit the help of the other ghosts, but most are either not able or willing to help me. Only by helping them or showing them my improved strength can I count on their aid. One thing I do know: I won't be able to catch the gangsters on my own.



Level 9's last adventure is undoubtedly one of their finest. The novel idea of playing a ghost works surprisingly well and affects the whole nature of the adventure, creating unique problems. For instance, you can carry only one (fairly light) object at a time, and in the presence of strong light you soon start to fade!

Graphics are few and far between on the disk version (although good when they do appear – better to have a few good pictures than many bad ones) and missing altogether on the cassette game.

Far more important is the text which isn't exactly spooky, instead being very humorous in the style of *Gnome Ranger/ Ingrid's Back*. There are plenty of bad puns about death here (you haven't a ghost of a chance, we don't serve spirits etc) – in fact the only one that appears to be missing is the 'stiffy' joke!

As usual with Level 9, the location (and especially character) descriptions are detailed and atmospheric, and virtually all of the items mentioned in it can be EXAMINEd. As in the *Ingrid* ▶

games, most of the problems are character-based, and interaction with the other ghosts is essentially very good. The other characters are independent, moving around at will, and behave realistically, not necessarily doing what you tell them to.

With such a novel plot, wonderfully devious but logical puzzles, a superbly humorous atmosphere, and the usual Level 9 parser and vocabulary sophistication, *Scapeghost* is a classic not to be missed. Ironically, it's also a wonderful adventure epitaph for Level 9!

ATMOSPHERE	**97%**
PUZZLE FACTOR	**98%**
INTERACTION	**97%**
LASTABILITY	**96%**
OVERALL	**97%**

the loose brick under the window. Give the Man-eating Plant some radioactive water and some burp juice. Fix the wires with tools and play the games.

Corruption: Read the contents of the envelopes that Stubbs types for David. Theresa leaves at ten: go in and get the brass key.

Ingrid's Back: Get on the rook in Cawing Road and tell it to go to th landing pad on the lighthouse. Go down and get Millie Watts to sign. Go down the ladder to get out.

SCIENTIFIC SUGGESTIONS with The GEEK

Hobble Gobble! I've invented the Geeky greeting. Whenever two Lab Report fans meet they must hop on their right legs, holding their right ears with their left hands, and shout 'Hobble Gobble!' (both my legs always fall off while doing this!).

How do you recognise another Lab fan? Easy, he (or she – I'm no sexologist!) is good at adventures because he's got all the best tips and he's always got a smile on his face as he reads the greatest mag in the history of the universe! (What? *Human Vivisection For Beginners*?! – Norman).

Commercial over, it's time to get on with those tips.

Fish!: To get Tuned Crystal . . .

Go to the restaurant (next to the university) and buy a sachet of plankton with your Fisa card. Now go to the alarm room (in the museum) and open the sachet. Now you can go NORTH without fear of the alarm going off. Now take the crystal.

Now go to the pub in Pickerel and 'ASK DRUNK FOR CARD' (you'll have to buy him a snifter in exchange). Use this card to poen the door leading to Dr Salmon's lab in the university. In his lab you'll find a crystal tuna. Put the crystal in this, turn on the tuna, and hey presto – a tuned crystal!

Jinxter: Mound of dirt a problem? Emptying the can of worms helps.

Bard's Tale II: In the Snare of Death in Dargoth's Tower, say 'HAVOK' to the statue and make sure each party member carries a token.

The Sword of Zar is on level 2 of the the Maze of Dread in Thessalonica. Say the answer to the riddle backwards to ge the sword.

Jack The Ripper: Examine the knife closely. Behead the French doll and remember what you saw in the mirror.

Maniac Mansion: Stuck in the dungeon with no key? Look for

CLEVER CONTACTS

I'll jump from the top of Ludlow church if one of these clever folks can't help you. Send 'em an SAE and they'll soon have your problem solved.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69.
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY.
Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death.
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH.
Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood.
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN.

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Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork II, Zork III, Exodus, Ultima III, Ultima IV, Ultima V, The Boggit, Never Ending Story, The Hulk, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings, Quest for the Holy Grail, Hacker, Starcross, Moonmist, Frankenstein, Winter Wonderland, Imagination, Jack The Ripper, Leather Goddesses Of Phobos, The Pawn, Borrowed Time, Déjà Vu, Planetfall, Hitch Hikers Guide To The Galaxy, Dodgy Geezers, Tass Times In Tone Town, Return To Eden, Snowball, Worm In Paradise, Stationfall.
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Tel: 0282 74765 (between 6pm and 10 pm)

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Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

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Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

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Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx,

Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very Big Cave Adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I,II,III, IV, Zim Zala Bim, Cricket Crazy I, Kobyashi Naru.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP (No more phone calls, please)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG.

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Christmas Day at the ARCA

Christmas is coming, the goose is getting fat, so please put a 10p in the coin-op slot. Poor old ROBIN HOGG, he gets to go to the arcades with a bag full of coins (I wondered where the petty cash went – Ed), and all in the name of 'research'. Just for you (not at all for his own personal pleasure) the old boyo checks out what's hot in the arcades this yuletide.

SAGAI (DARIUS 2) (Taito)

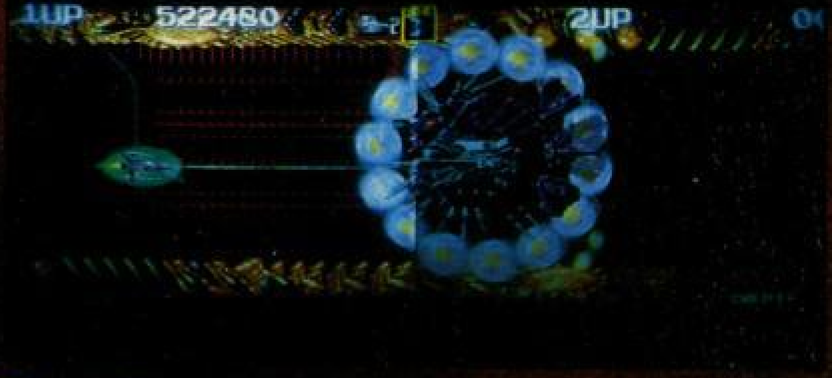
Following the long venture into arcade racing territory (**Chase HQ** and **Continental Circus**) and all out blasting action (**Operation Wolf/ Thunderbolt**) Taito move back to old ideas with a sequel to their innovative hit **Darius**. The wonderful three-screen cabinet has been trimmed down slightly with just two screens making up the playing area (still twice as much as any other coin-op around at the moment).

It seems that Earth is in peril yet again. Two heroes are given a customary brain extraction (who with any brains would undertake suicidal missions like this one?) and promptly sent on a mission to blast through from the Sun to the enemy's bases around Jupiter.

The first thing that really shows how much of an improvement over **Darius** it is is the size of the ships and aliens – they're massive, making for less room on screen and an all round tougher game. The sheer variety of sizes gives the game a constantly changing style with first small aliens to blow away followed by larger motherships, leading up to MASSIVE end-level battleships (heralded by panic-inducing Warning messages). The usual power-ups can be picked up: downward-firing lasers, a very handy rapid fire laser system, air-to-ground missiles, bombs, and force field.

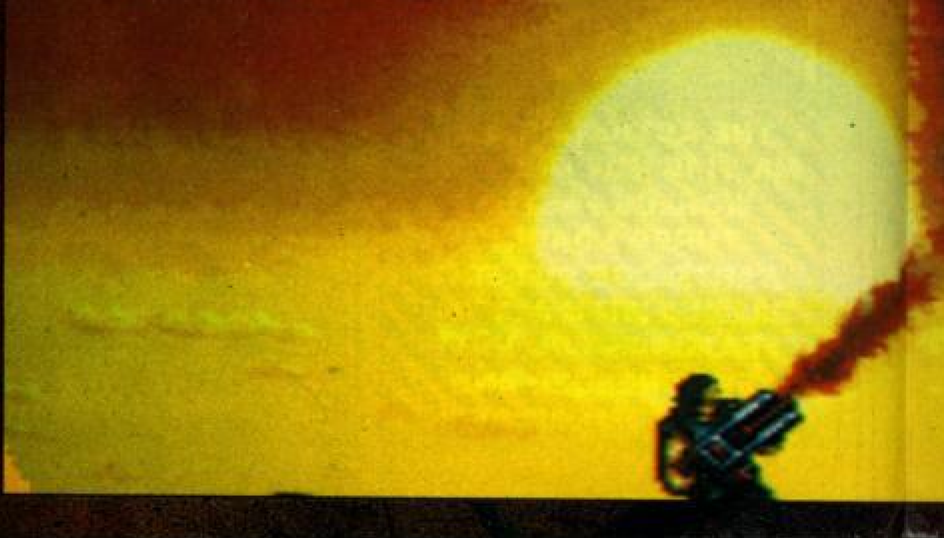
So far, not that much different from **Darius**. This changes with entry into planetary systems as the parallax scrolling comes into effect with a considerable number of layers and a graphic quality far surpassing every Taito game to date. The first few levels are of such a superb quality that you feel compelled to see the later graphics (which are works of art in their own right). Make it through one level and you have a number of directions to choose from to reach the final level (very much in an **Out Run** style). This ensures long term depth as the different routes hold different enemies and different graphic worlds to defeat.

Despite having limitless funds to hand, I could only just make it through Venus (Mercury Zone C proving a right swine of a level). This one will have me coming back again and again to face ever stranger mother aliens and fly through the best graphics I've seen for quite a while. With or without the magnificent two-player mode, **Sagai** is one tough but excellent coin-op – how long before we see Ocean and Softek/ The Edge battling for the rights to this beauty?



MIDNIGHT RESISTANCE (Data East)

My first thoughts about **Midnight Resistance** were that it was a two-player **Battle Ranger**. The difficulty level is certainly a lot higher than any previous Data East game with little more than 10 yards trudged before Ninja-ish guards appeared. The plot escapes me for the time being but basically it involves one (or two) hardy soldiers entering an enemy fortress, involving four way scrolling and a heck of a lot of platforms and maze-like structures to move over and through.



ADES

The soldiers have a nice line in multi-way firing, their arms turning through 360° to fire at anything in any direction. Destroy the bad guys and collect the credit cards left behind – kill the end-level baddy and you gain access to the enemy's arsenal (complete with sirens blaring - great).

The weapons are what make this game, with a massive flamethrower doing the most damage, shotguns to pick up, superpower for weapons, essential ammunition, and homing missiles to name but a few. Graphically it's no great shakes although there are the odd bits where the crowd starts to build up around you – the fortress on level 2 hidden behind a hedge of chainsaws (!) is frighteningly nasty and the scene where you're chased through underground waterfalls by tanks, infantry, and jet-pack men will have you suffering a coronary.

Originality takes a backseat in **Midnight Resistance** but there are some good effects to see if you can overcome its unforgiving difficulty level. One question: why doesn't the game put the graphics on the screen BEFORE you move down into new regions? It looks most unprofessional, moving into a black screen and then having to wait for the graphics to 'catch up'.



U.N. SQUADRON (Capcom)

This one gets my personal vote for best coin-op of the month, if not the year as it has planes in it – what more can I say? Well, let's just say that Capcom are currently No. 1 in the arcade scene with their new CP coin-op system which generates some of the most impressive graphics yet seen (looking even better on the now in-vogue 26-inch monitors).

The plot revolves around a hot-spot Middle East country with ideas above its station (ie it's declared war on everyone else). Predictably a violent response is called for and one or two aircraft are sent in to take out the menace (choose from an A-10, F-20, or F-14). From the selection screen it's through to the 'shop' where shields, power-ups, bombs and missiles are stocked up on the shelves. Some of the messages the shopkeeper comes out with are mystifying, 'Japlish' at its best. Just ignore him, buy the biggest weapons you can afford and get out there.

The slaughter begins over the outer reaches of the desert with the planes taking out ground installations, tanks and suchlike. Helicopters come en masse, giving away power-ups when destroyed. Take out the huge, missile-firing tank and you're through for mega bonuses. The mayhem continues up in the air with a B-2 Stealth Bomber to shoot down. Level three sees the world's saviours saying 'Stuff Ecology' as they raze entire forests to the ground, searching for rocket launchers.

All this sounds fairly ordinary but Capcom have a way of injecting that quality touch into their games – the superlative graphic chip works overtime. The graphic style is a mixture of Japanese cartoon and richly detailed sprites, fighting in front of atmospheric backgrounds. Neat graphic extras, include the pilot flinching when the plane is hit and the great 'level complete' scene with your plane roaring out of the screen. Simple shoot-'em-up action it may seem to be, but **U.N. Squadron** also offers a good dose of strategy in which weapons to use. The action is both vicious and extremely well presented. All in all, Capcom have another winner despite the very familiar gameplay. As are US Gold, who have the rights to the computer conversions.



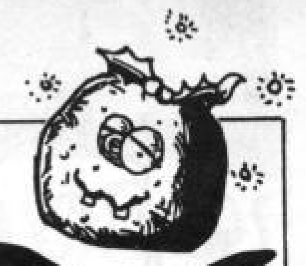


NEWS

Watch out for S.T.U.N. Runner **soon from Atari which follows on from** Hard Drivin' **with polygon graphics. This time it's future racing with tunnels to race through at 900 MPH, lasers to unleash at the enemy and 'Shockwaves' to devastate all in their path. Konami have** Gradius 3 **and** Blockhole **(a weird cross between** Tetris **and** Breakout**) coming soon from the Orient;** Volfiev **is soon to appear from Taito;** Beast Busters **from SNK with three (!) guns bolted onto the cabinet; Namco's go-kart game** Four Trax**; and** Kong Catcher **from Tecmo. Finally a new Sega game is in development in Japan, titled** Line of Fire**. It promises to be the best Sega game yet (although it's only 30% complete at the moment).**


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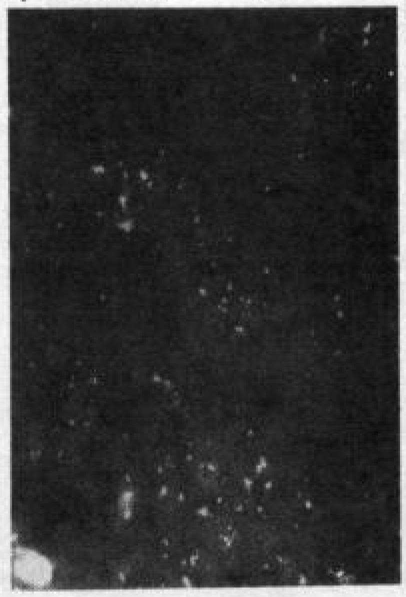
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All C64 disk users contact me. I want hundreds of contacts. Write to Mark, 7 Overhill Way, Brighton, Sussex BN1 8WP. Also phone Jeremy on 0273 550300 for Amiga. 100% reply rate. Do it now.
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Fast Amiga contacts needed. All 100% reply. Games, demos and VHS films. All the latest. Write to Craig, 16 Dunedin Drive, Salford 6, England. Plus if you can code or draw then please write. Bye.

FANZINES

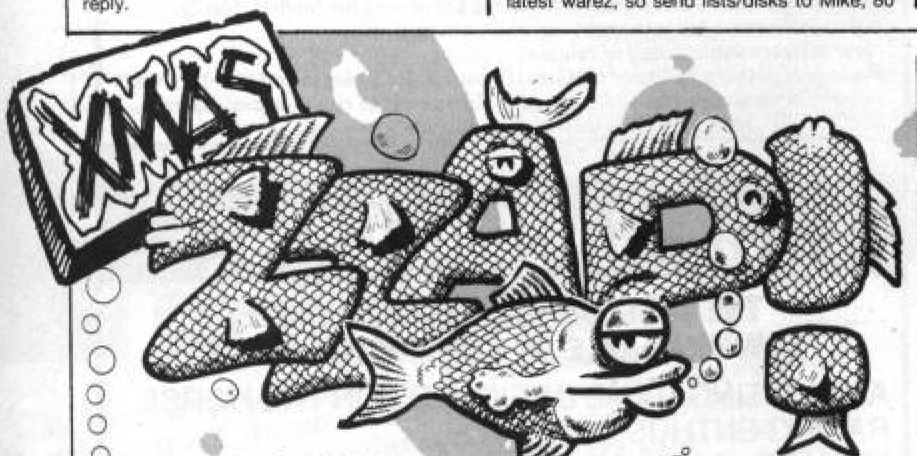
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RESULTS with Ken the Fish

Merry Fishmas everybody! Yes, it's that time of year again, when Slade release *that* record and Father Fishmas comes down the air tube to bring me loadsa fab presents! And then there's Fishmas lunch: I always have special roast turkey Tetrafin. And the parties – I love those great games like fish in the middle, pass the fin, and fisherman's knock.

New Year's Eve's a bit odd though; all them men who talk funny and wear skirts, dancing round swords – weird! So until I see you again, Merry Fishmas and A Happy New Year!

KRAZY KIWI COMP
(Ocean, Issue 53)

Aw, what a cute little bird that Tiki is (or is it Joey? No-one at Ocean seems to know!). And the lucky winner of our krazy komp can now snuggle up with his own cuddly wuddly stuffed toy kiwi plus three Ocean games. He is:

Jamie Joyce, Essex SS5 6LU.

Ten lucky runners-up (five 64 and five Amiga owners) get a copy of that Antipodean Sizzler, New Zealand Story . . .

J B Walton, Workington CA14 5BJ; Anthony Williams, Southampton SO2 8GD; Mark Wingate, High Wycombe HP15 7TL; Alistair Jackman, Basingstoke RG25 1SX; Daniel Jenkins, Poole BH14 0DD; William Lee, Liverpool L25 9ND; Jonathan Taylor, Bovingdon HP3 0JW; Ryan Thomas, Harlow CM18 6UD; Gareth Turner, Canvey Island Essex; A Wheatcroft, Reading RG7 1AT.

ASTAROTH/HOTLINE COMP
(Hewson, Issue 52)

Ken D Fish, Level 6 Fighter, opens the creaky door of the east dungeon, and is confronted by an extremely dangerous, fish-eating troll. 'Hello Mr Troll. Are you any relation to Chuck Vomit?' inquires our brave hero.

After thus confusing the vile beast, courageous Ken decapitate him with a single swipe of his swordfish.

Yet another (not quite so) brave adventurer, who wins a brilliant Advanced Dungeons And Dragons set, is . . .

H W Chenug, Falmouth TR11 3HG.

10 C64 runners-up receive a copy of Stormlord plus a poster . . .

S R Dhain, Leicester LE5 2GG; Chris Howson, Rochdale OL11 2YB; Ike Anyal, Manchester M16 0BP; Graham Dowle, Kent CT21 6LX; Simon Triggs, Farnham PO14 2LA; Neil Mayer, Plymouth PL7 4JZ; Damian Jones, Bradford BD12 9EL; Andrew Huntley, Consett DH8 0PP; Andrew Roaden, Manchester M27 2PR; Sammy Jason, Edgware, Middlesex.

And 10 Amiga runners-up get a copy of Astaroth and a poster . . .

David Exton, Stafford ST16 3SG; Andrew Fryer, Leeds LS17 6SH; F Bissett, London N14 5PT; Richard Walker, Dudley DY3 3SB; Alex St Louis, Ilford IG3 9HJ; Martin Campbell, Isle of Lewis PA86 0ED; Chris Cotton, Daventry NN11 5HT; B Dass, Croydon CR4 8LN; Raui Verma, Wolverhampton WV4 5AP; Kayeur A Patel, Leicester LE4 6RP;

I'LL SHOW YOU WHAT TO DO WITH YER ?!*$??! FREE MODEMS COMP
(Compunet, Issue 53)

And now on Top Of The Cods we have Curiosity Killed The Catfish with 'Oh Yeah Baby, You've Got A Lovely Answering Machine' . . .

CKTC: 'Oh what lovely bleeps you've got, my telephone's melting it gets so hot . . . '

. . . Oh wow, that was great, I'm sure it'll get to number one . . . hundred and thirteen!

And now it's time for Depeche Modem with 'Here Are The Five Lucky Modem And Three-Month Compunet Gold Account Winners'!

Steven Webster, Middesbrough TS3 8QR; Chris Abbott, Horsham RH12 4FR; John Hamilton, Witney OX8 6QY; Darren Jones, Brierley Hill DY5 2SF; Steven Kelly, Burnley BB12 7QU.



WIN A STEREO MONITOR!

And loads more goodies from Thalamus!!!

XMAS ZZAP! COMP



Yes, it's finally happened. Thalamus have gone completely mad! Rumours about their insanity have been rife ever since they released The Hits: six of their best games for just £12.99 cassette/£17.99 disk. But now they've finally gone prize-mad and are giving away a Santa-sackful of goodies for this festive competition (I wondered why Richard Eddy [Thalamus PR maniac] was wearing that cotton wool beard – Ed).

It's all to celebrate the forecoming release of their perplexing puzzle/arcade game, *Snare*. As you may have seen in last month's previews, the game involves travelling through a futuristic, hazardous maze, searching for the elusive exit. A mixture of mind-bending puzzles and frenetic arcade action, it's promised to turn even the brawniest of brains into sauerkraut! Look out for *Snare* in the shops soon.

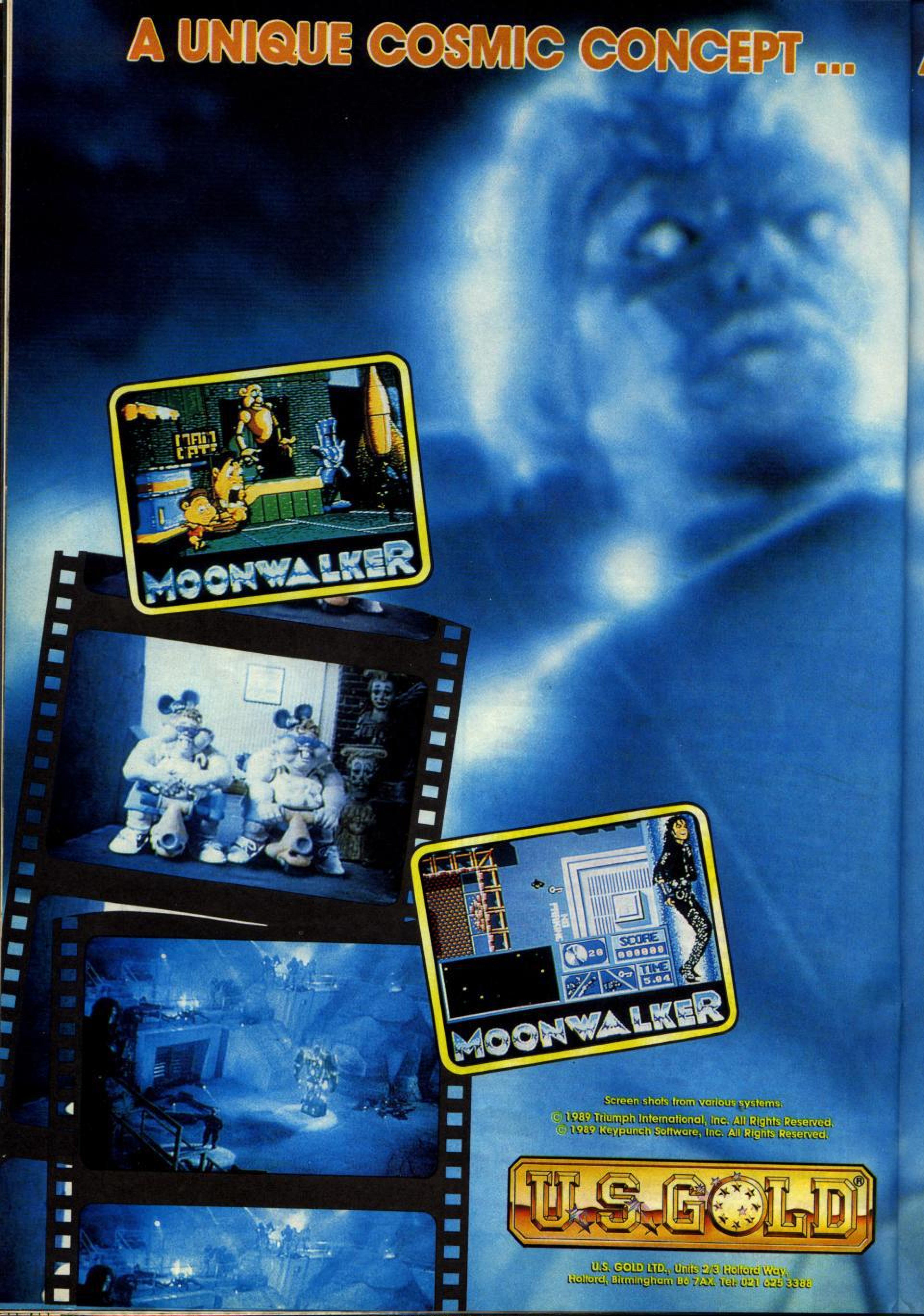
But what's in Santa's sack?, you ask. Well, the first prize is a brilliant Philips stereo monitor, which can be used with C64 or Amiga. But even madder, the lucky first-prize winner also gets a super-trendy Swatch watch, an even trendier Thalamus T-shirt, and a copy of *The Hits*, as do the two second-prize winners. But, come here, there's more (to be read in an Irish accent while wearing a funny hat and wellies): ten runners-up also get *The Hits* and a T-shirt!

So what must you do to get in on the goodies? Simple, just prove your total insanity by spotting the ten differences between these two (stereo) pictures . . .

Got 'em? Then cut along the dotted line, and send to CRAZY THALAMUS COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.

Usual competition rules apply and entries must be received by December 21 at the very latest.



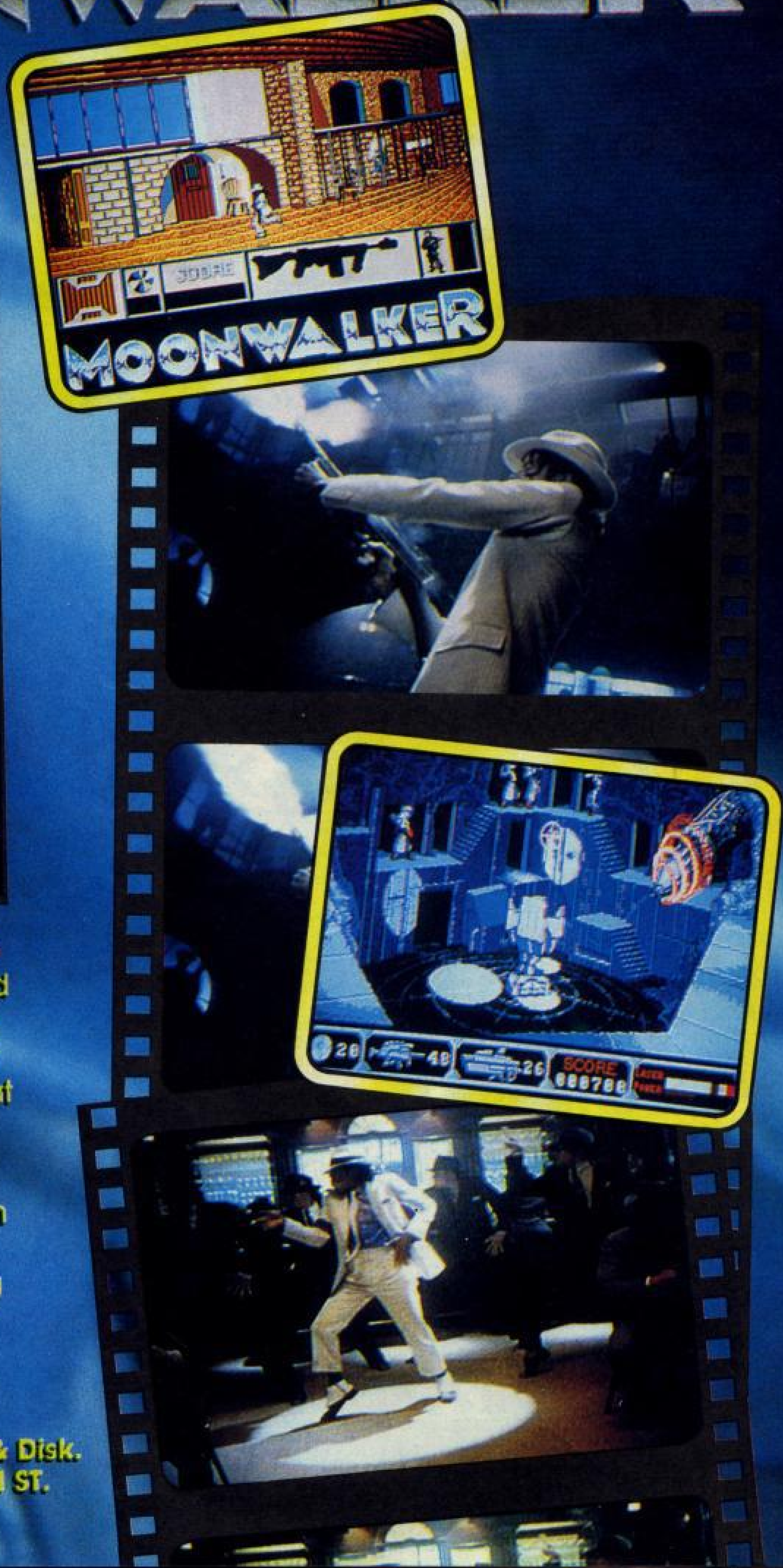


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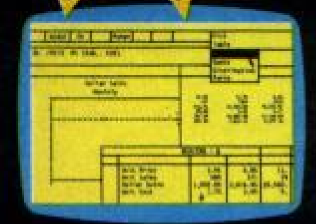


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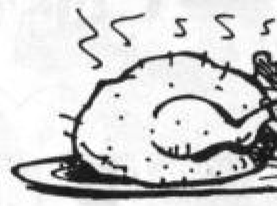
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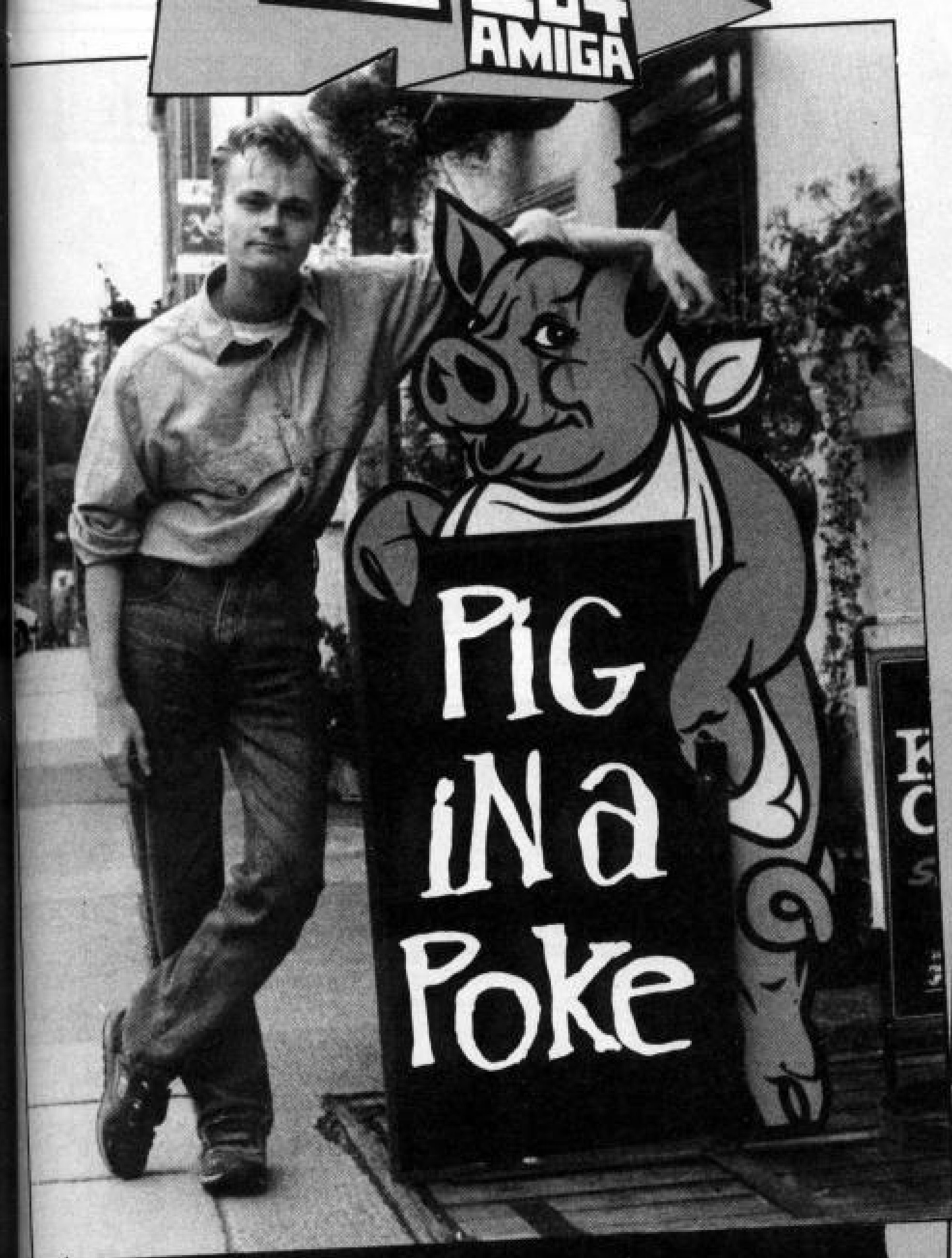
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HAPPY EATING!

Well, things seem to be progressing at their own merry pace. The chaos of the PC show has been and gone and the tips are coming in aplenty – I'm honestly surprised by how many *Batman* tips are starting to appear. I was going to hold these back for next issue but by popular demand (from Bat-fan Stu!) the Def Guide for budding caped crusaders is in THIS issue.

For desserts we have the continuing saga of *Tusker*, *Citadel* – the tips to follow up the map, *Mr Heli* map and tips, and much more to fill you up.

Kiwi fans will have to wait till next month for a Def Guide to *New Zealand Story*. But for now, on with the tips and Bon Appetit!

(RED-HOT) RESETS

BLASTEROIDS

If you think the game is too hard then try this reset from Markus Salo, resident of the old Stavros's country, Finland.

Load the game, reset it and type
Poke 11571,173 to gain unlimited ships
SYS 25856 to restart what is now a somewhat easier game.

DRAGON NINJA

Yes, I know we've printed normal pokes already for this but for those of you who want a reset version (many out there?) Load up the game, play to the next level, kill yourself and wait for the first level to reload. Now start the game and reset the machine. Enter Poke 32890,173 and SYS 32768 to restart the game.

Thanks again Markus Salo of Finland for that one.

HAWKEYE

There's been enough maps, tips and cheat modes alike for this one so I'll make this short to get unlimited lives.
Poke 7468,173
Poke 6105,189
Sys 23558

(To get to the secret level just don't die till you get to level 6 which is easier said than done! Once there, watch the hawkeyes very carefully as they only flash once.)

PAC-MANIA

The Pac is back and this time he's bringing his 'infinite Pacs' and 'disable sprites' Pokes! *Pac-mania* on the 64 can be made easy with these little titbits.

Load the game, reset the game and type these in.

Poke 22459,173 disables sprite collision/detection Poke 28520,165 for infinite Pacs

Once done, type in the old SYS number, 14336, in this case to get things started.

PULSOIDS

Poke 3377,36 for the usual unlimited lives
Sys 2061 for the usual restarting of the blasting

RIK THE ROADIE

Poke 20745,252 – Invulnerability (Level 1)
Poke 26684,252 – Unlimited Endurance (Level 2)
Poke 27916,252 – Unlimited fuses (Level 3)
Sys 20480

SPEED ZONE

Poke 7034,173
Sys 4096

SPITTING IMAGE (The Arcade Wizard)

Load and reset and type for infinite lives (both players)
Poke 3314,173
Poke 3348,173
Sys 2816

STREET WARRIORS

Poke 8459,128 – Infinite Time
Poke 10414,252 – Infinite Lives
Poke 11330,252 – Fast Punch Mode!!!
Sys 7450

SUPER SNAKE SIM

I've never heard of this one (or the software house that released it – Triple Decker 8) but let's give it a go.

Try this one for infinite lives

Poke 9773,173
Sys 8192

SWEEP

Never heard of this one either but there seems to be a poke for it. Is it a variant on that crustie classic *Swoop*?
Poke 40960,5: Poke 38993,173 – Unlimited lives
Sys 39551

TANIUM

Load, reset and type
Poke 52255,174
with SYS 16384 for unlimited ships

TETRIS

Poke 49590,76
Poke 49591,49
Poke 49592,234
SYS 49593

PIG IN a XMAS Poke

TUSKER

On with part 2 of System 3's adventures in the Dark Continent.

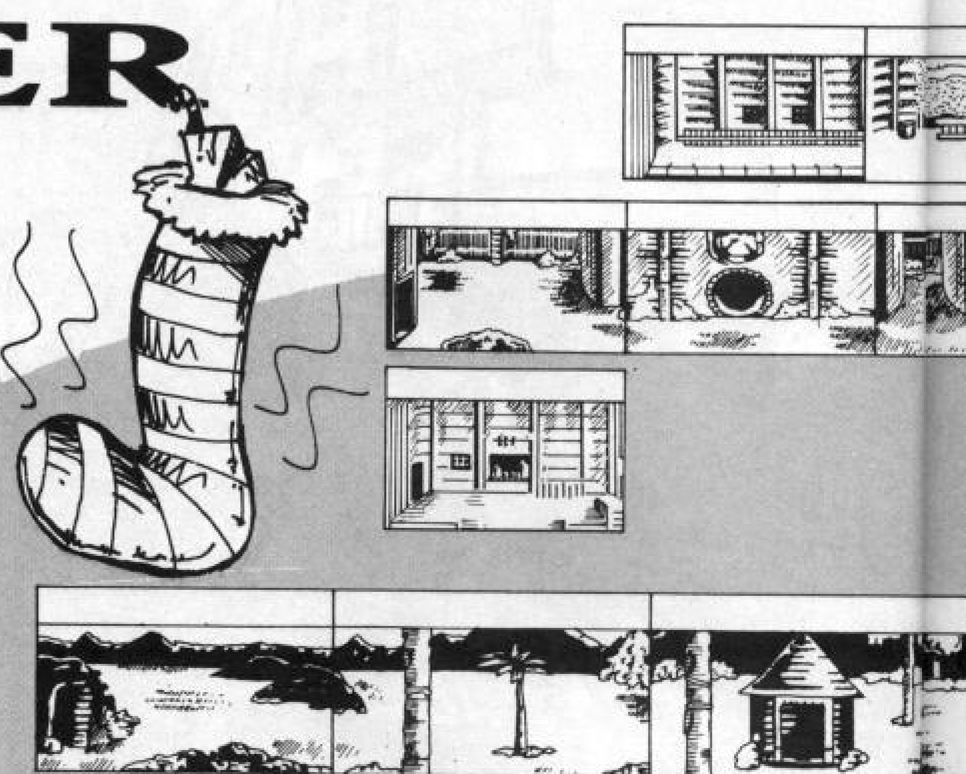
On the first screen avoid the large monster by walking in broken steps – any in sequence and up he comes (reminiscent of Swamp Thing I think). Avoid the pot to the left of the start screen by waiting for it to fall, then passing by.

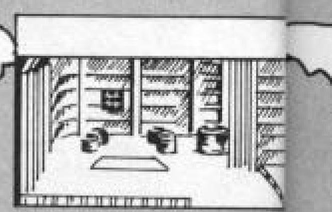
Collect a key outside the village and enter the village. Go through the hut to the left of the bouncing skulls screen. Exit this hut by top corner and pass through the inside of the village to the screen which has a locked hut and collect the medicine bottle.

Enter the large huts through the round door with the face above it. Move right, collecting sling shot and matches in the room with the altar. Use matches and punch the idol to burn it. Now collect the orb behind it, using the punch movement.

Enter the screen to the right of this and give medicine bottle to the angry witch doctor (again use the punch movement). The chief will now stand up and you will see a key in the objects part of the status area.

Exit the village area and give the key to one of the natives outside the screen with the sliding gate on it. Enter through open gates to exit the second section.





MR HELI

(Firebird)

A great game in the arcades and a great conversion by Probe even if it is a tad easy after all. I like the title screen music lots – how about a music hack someone?

Here we have a map of each of the three levels with some tips to see you through and all courtesy of Ian Bowman **from Stanhope, County Durham. In hindsight (and after much playing) I didn't find it all that tough, Ian, but then we don't have all day to review games (unfortunately).**

Level 1

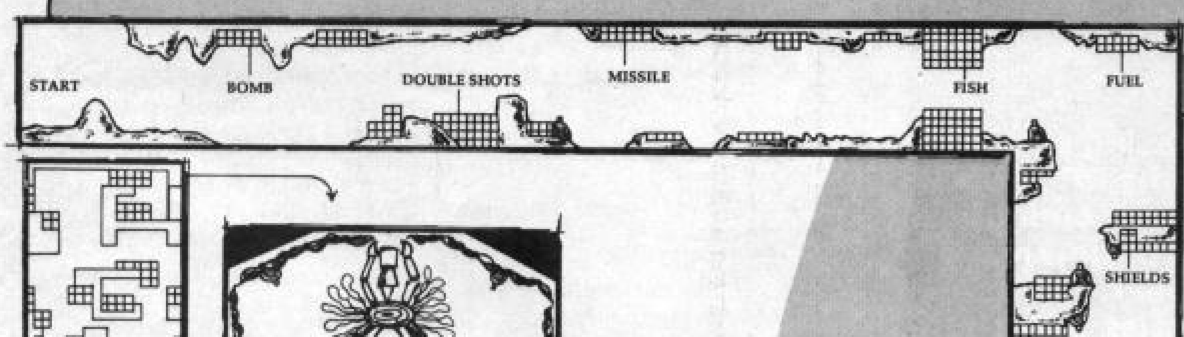
Always keep on the move and pick up the additional weapons as you go, picking up as many hidden crystals as you can. Keep in the middle of the screen for the downward scrolling sections – try and get all the copters above you and blast them with the egg-shaped missile. The asteroids pose no major problems (just shoot!).

Upon reaching the guardian halfway through the level stay back and just blast away – any homing missiles you have should wreak havoc. When in the screen with no lights keep firing, go up, destroy the gate and the lights come on. Kill the end-of-level meanie by staying below it and firing upwards. Dodge the bullets by going up and then returning to exactly below it.

Level 2

While going up, keep in the middle of the screen and circle to below other copters. Do NOT go for any extra crystals if you're too near the bottom of the screen – they're not worth the risk.

Upon reaching the volcanoes wait for them to erupt twice and then fly through very quickly before the next lava burst. Be sure to collect the







shield on going down as it is very difficult to get through without it. Watch for the three-way bullets and stay between the middle and lower ones.

The underground section is easy enough with no real surprises other than the odd enemy above. When you finally reach the exit and the bouncing monster, shoot it quickly from behind as you follow it. As it does a high bounce, go over its head and shoot the other side, repeating it on the other side. Simple.

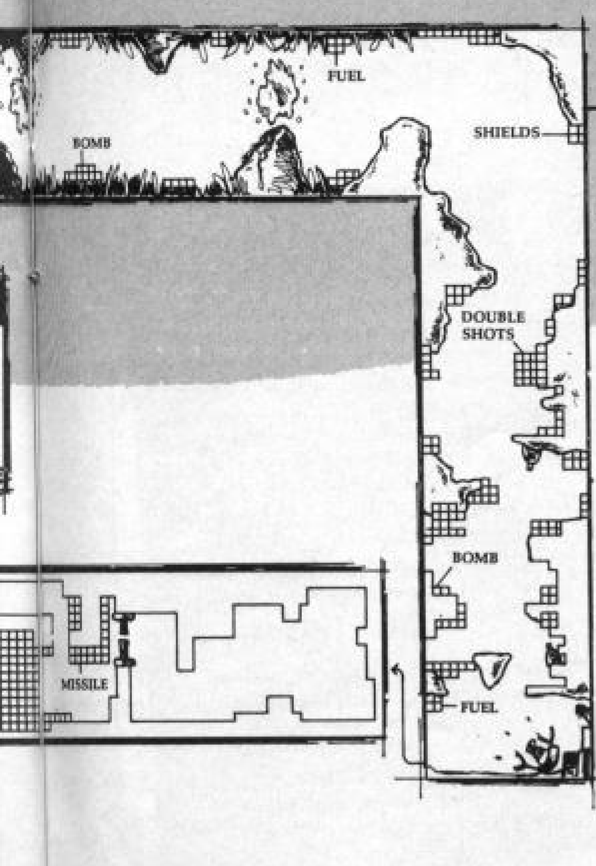
Level 3

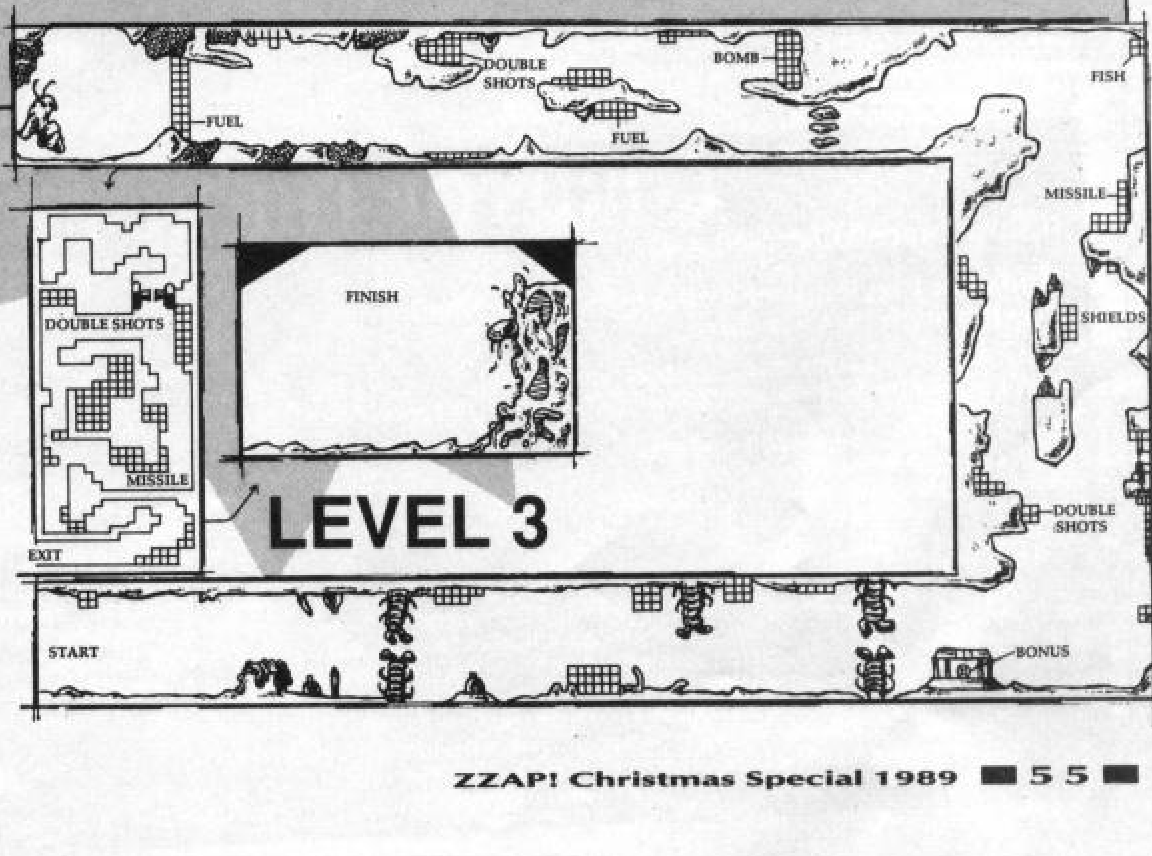
Same as the other levels and you must keep on the move. Be sure to pick up the blue flashing thing (I don't know what it is either – Rob H) between the towers; it gives you an extra man, full energy, and acts as a smart bomb. Collect the double shots and missile to dispose of the end-guardian with ease and then take on the Muddy himself (itself?). Surprisingly, he is the easiest to kill and can be disposed of by staying at the bottom of the screen where the two bullets come out. Hover between these and keep firing, the missiles will do the rest. I'll leave the exciting ending for you to read but don't build your hopes up too much.

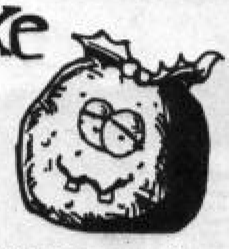
To get onto levels 2 and 3 with maximum weapons and lives use these codes. Thanks go to Ian for these and Mark Stuttard **of Fallowfield, Manchester as well.**

LEVEL 2: CAAEIEAAAUABHGADCKBX or CACGFAAAAUAEDIADCKCY

LEVEL 3: DAAGJHCAAUAEGAADCFCU or DACIHAFAAUAIGAADCDBN







(AMAZING) AMIGA SECTION

BAAL

Mark Chapman of Glenfield, Leicester next with a tip for Psyclapse's *Baal*.

To get infinite lives just insert the disk into the drive as normal - and when the screen goes black press the right button to get infinite lives. Press the left button to keep with normal lives - a nice, easy, happy go lucky tip that Mark. Anyone know of any for *Blood Money*?

DOGS OF WAR
(Elite)

A great mindless blast this, just right for me and very apt now I'm learning to shoot at a club near me. You feel lucky punk?

Having a second player is not always a good move as the key to success is to take things easy and slowly move up or across the screen, revealing more enemies one by one. Like in *Leatherneck* only psychos rush forward to unleash more and more bad guys at themselves. With two players it's tricky having to make sure your comrade doesn't rush forward in the heat of battle. Stick with one player only and take your time.

The best combo weapon for one player that we've found so far is an M-16 with M203 grenade launcher attached together with an RPK-7 rocket launcher. It doesn't matter which rocket launcher you have; RPK, M.A.W., or whatever – they all do the same destructive job to tanks, armoured cars, bunkers, and lorries. The mini-gun can last quite a while if another comrade is playing but is rather inaccurate which can prove costly if all hell breaks loose.

Surprisingly it's France and Pakistan which are the harder levels with quite a few vehicles to destroy and unpredictable soldiers wandering all over the place, so stock up with rocket launchers and keep well back during the horizontally scrolling sections.

DUNGEON MASTER
(Mirrorsoft)

In issue 52 there were some *Dungeon Master* spells which were unknown. D Fordham **of Great 'Arcadesville UK' Yarmouth in Norfolk has revealed all.**

YA BRO ROS – Leaves a trail of footprints (use it when a magic passage makes you walk in circles)
VI BRO – Shield poison
DES IR SAR – Darkness
FUL BRO NETA – Fire ball shield
OH KATH RA – Lightning bolt
ZO – Open doors
DES EW – Weakens non-material beings (ghosts, transparent slime creatures, etc, etc)

GRAVITY FORCE

The codes for this weak *Room 10* rip-off:

Level 5 – AGNUS
Level 10 – PARSEC
Level 15 – CRYSTAL
Level 20 – REACTOR

INSANITY FIGHT

Another German Amiga game with tips from Anthony Marks **of Prestwich up Manny way. Ta!**

Hold down the two mouse buttons, the fire button on the joystick, and the L key, and you can advance to any level you desire.

Handy.

LICENCE TO KILL
(Domark)

Level 1
If you can keep with the jeep and fire like mad you should be able to destroy it before it begins to twist through the narrow road between buildings. Bullets fly all around so it's best to let Sanchez go (he got away in the film after all). Use the time to pick off the gun turrets and then accelerate to the end after the last bend (use the map).

Level 2
Probably the toughest section of the whole game. The first thing is to not move, turn the gunsight round and take out the jeep. Follow this up with a shot or two to the man on the left and then from long range fire up at the two guards side by side.

From now on it's a case of inch slowly up the screen, moving forward in small steps doesn't bring new guards on but then again doesn't see the existing ones run off. If you can see a place where there isn't a kill zone run to it and hopefully force some of the guards to retreat. Use barrels and objects as much as possible and DON'T miss any ammunition. At the fence in front of the helicopter pad you'll have to run into the line of fire and shoot so set the gunsight before hand. Once through the final guards are dead meat.

Level 3
Times to complete this section range from 10 seconds to 1 second from the end (talk about close, Stu!) and as such it's all a matter of luck and being in the right place at the right time.

Move the helicopter in small movements and force Sanchez's plane over to one side of the screen. Inertia is half the problem of this section as you end up fighting the joystick. DON'T get too close as he'll quickly move up and past, stay back and inch in with Bond just above the tail.

When Sanchez moves, Bond can immediately press fire if he moves up or chase him down and across the screen, forcing him to go up into the trap in the process.

Bonus points galore are to be found in this section (which was found by **Retlaw** of Derbyshire). After you've connected the wire around the plane's tail in part 3, press the fire button or switch the joystick in auto-fire and watch the points rocket!

Level 4
You can't really take your time with this screen as the plane tends to accelerate away at regular intervals. Try to keep on the surface and dive in emergencies when hovercraft go over. Stab a diver underwater to pick up a harpoon and waste no time in lining up a pontoon (aim towards the inner side of the pontoon near the plane fuselage rather than the outer edge). The cocaine isn't worth going out of your way to get.

Level 5
There's no rhythm as such to use in this section as the rocks can appear in any random place as you approach the plane. A mild inertia effect is needed at the start but move fast as the rope tightens. Any rock coming at you in the dying seconds may not hit you (the computer can get a little confused as it thinks you're on the plane).

Level 6
Learn the pattern of when the jeeps appear and hug the corners of the road to avoid the Stingers. Drive up as close to the cab of each tanker and just run into it with total vengeance. Sanchez doesn't appear at the end so just destroy all the tankers.

LORDS OF THE RISING SUN
(Cinemaware/Mirrorsoft)

Hints For Playing Yoshitsune by Andrew McGarrigle, **Mexborough, S Yorkshire.**

Yoshitsune is better at the strategy elements and he's best to start off with, getting you used to these aspects of the game. Yoritomo is more concerned with arcade skills.

To start with you must not, under any circumstances, try to take the centre, west, or the two islands off Japan as it will be very difficult to get anywhere in the game. You should instead concentrate on the eastern castles first. You shouldn't have much difficulty as these castles fall very easily at the beginning of the game.

The next thing to do is to try and recruit more men, especially from the white ronin. Try and make sure your army is near full strength. If you're lucky the ronin may see your army is too strong for him and he may join you. If he wishes to pass unhindered, let him, because he is no real threat to your army and lands (just yet!).

As you have been taking the eastern half of Japan your brother, Yoritomo, will have been causing havoc in and around central Japan, so rest at one of your castles and resupply with men and health. Then go to Yoritomo and have a battle. With a little luck he will be killed and you will inherit his lands and generals. If you don't succeed, keep trying.

Now you can start to take the rest of Japan. Remember to always check your siege skills before taking any castles and, if you must, transfer skills with another one of your generals. The same applies to sword skills (for encounters on land) and bow skills (for defending your castles). Always remember there's safety in numbers so if you manage to get five or six generals in your army it may be a big advantage to pair them off. When you manage to take the mainland, make a couple of visits to the emperor at Kyoto. He will first give you the sacred scroll, and then the sacred sword.

Around this time it is important to keep an eye on the encounter screen, because your enemies know that they are under threat from you and will send ninjas to assassinate you. When you see a ninja message press the left mouse button as fast as possible and, with a bit of luck, the offending general will commit seppuku.

The next thing to do is the take the remaining two islands and the last four castles. First send one of your generals to Nagoya, one to Aikawa, and one to Matsue. This will stop your enemies from resupplying when they retreat. As they will sail they will go to one or more of the three, and your waiting army should be ready to deal with them.

When you finally take the last castle the Minamoto victory banner will be raised. You will see all the victories and encounters you and your generals have had during the game.



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42 Page manual

A special KCS switching technique allows a program to be stored completely outside the memory of your Commodore 64/128. Using this system KCS developed the POWER CARTRIDGE. The 16K Cartridge, 100% machine code, gives the user an ideal extension to his normal computer.

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
F FILL	M MEMORY	W WALK
G GO	P PRINT	X EXIT
H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

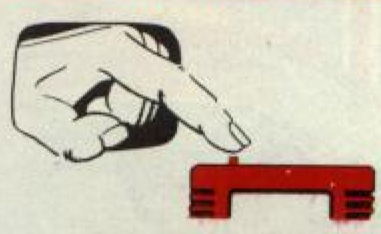
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc). The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing. The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen. This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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DRUID 2
(Firebird)

Yeah, so there's been pokes for this before but no solution or map that's for sure. This is all courtesy of Peik Stromsholm **from Finland up near the Arctic Circle. Keep sending them in Peik and wrap up warm!**

At first go to FIRELAND, where you'll find two resurrection-spells. 'Plant' one and pick up the other one for later use.

Now travel to PRISONLAND and from there to DARKNESS. Remember to get the 'Create Light' spell from PRISONLAND before you enter the darkness. You may find the Horn of Baeon in the upper right corner, pick it up!

Now you should go to FIRELAND and get the White Orb. It's guarded by a Demon in the north (upper) part of the land.

Then you'll have to travel through various lands and end in ICELAND. Pass the bridge (guarded by a Demon) and get the Coin of Charon. Beware of any guards nearby.

Now you should have three spells which are needed to take you to Acamantor's Tower. The spells being ORB, HORN and COIN. Now go to WATERLAND and find the bridge that ends in the water (go to the East (Right) to find it). Go to the edge of the bridge and use the Horn. Charon's Travel Bureau will take you across to Acamantor's Tower but for the favour Charon of course wants the coin! (He gets reaaally angry if he is summoned with the Horn and you have nothing for payment – check it out!).

Acamantor's Five Level Tower

Level 1

The first thing you do when you enter the tower is to DISCARD Horn. It is no use keeping it, it won't help you anymore. Just say goodbye to it.

Now go North (Up) and pick up the RESURRECTION from there. Now you'll have to search through the level for wines, keys and banquets that are not beyond doors. The most important thing in the dungeons is to USE THE KEYS WISELY!

Try to defeat the Demon guarding the entrance to level 2 and advance there.

Level 2

There's not so much to tell you other than use the keys wisely and pick up the Golem to protect you against the guards.

Level 3

You'll have to find the TELEPORTATION spell from this level. However, far to the West there's a large supply of spells such as wine, keys and armour. The other object is quite useful too, it should be a RESURRECTION spell. The passage to level 4 is to the East.

Level 4

The monsters here are FAST, reaally fast!! Do NOT use Golem on this level or you'll be left behind! When you find the WIZARDRY spell (you can't miss it) place your Druid on it and use the TELEPORTATION spell. This will traverse Time and Space and you will travel by teleport to Level 5. Also there is a RESURRECTION spell that can be found on this level.

Level 5

Well, what can I tell you? You can find Acamantor on this level and make sure you've got the White Orb with you or else!

General hints and tips

(1) It's a 2 player game so make sure you've a High Class Golem!
(2) Use the LIGHTNING spell with Deathlight/Land against Demons (you can find lightnings in GOLEMLAND).
(3) If you want an OVERLORD rating then spend much time on the bridges in WATERLAND, shooting monsters – don't worry it's a relatively safe place.
(4) In POISONLAND beware of poisonous objects and use Golem to protect you. When the 'Druid is Poisoned' message comes up use the antidote.
(5) You DON'T need to kill all the Demons to complete the game although the Demons DO guard important places.
(6) The guards (meaning the monsters that you have to shoot several times (ie trees, hands and megaguards)) may sometimes block the way. Also you won't be able kill them and advance before they 'wake up'. A useful trick is to shoot other monsters near the guard and the guard will soon wake up.
(7) WINELAND is a great place where you can replenish lost energy. There are loads of winespells to be picked up and used (or is that drunk?). Also there's a WISPE-GOLEM around here so keep your eyes peeled.



CITADEL – THE TIPS
(Electric Dreams)

A pity these weren't to hand to go with the map but ah well, those things can't be helped. Hard-working Andrew Roberts **brings us the tips to follow up the map.**

Level One – ALIEN

Probably the most important thing is DO NOT lose lives (obvious really) - believe me, you'll need them on the later levels. There are plenty of extra weapons, although the more proficient players will have no use for them. Be very tactful and learn the trap layout (ie the gun types). The map is helpful (even to me!) when searching for obscure switches in far corners.

Level Two – ARMOUR

Yikes! Blockers in abundance and none too friendly either! The trick is to keep on the move – not running about, but quickly picking off each trap in turn, then swiftly moving on to the next. You'll find the switching between the two mazes is essential if all the force beams are to be de-activated, so again use the map. Oh yes, energy pods are scarce so BE CAREFUL!!

Level Three – BRASS

The Stepperguns appear here for the first time. 'Don't panic' is sound advice (Hitch-Hikers eh?). Use a captured droid as a barrier, or alternatively glide and fire past it (it'll take a few attempts). In fact, a captured droid will help you enormously throughout the level, as the traps are pouring with Aggressors and Blockers.

Level Four – CHAMBER

This level is a tough cookie. Why? Automatic Force Beams that's why! It's not too hard to sneak through, but take care – you could easily run into trouble on the other side. Also any captured droids could get frazzled. Therefore, the key to completing the level is not finding switches, but finding your way out of the maze. Watch out for the turret gun.

Level Five – ARENA

Every type of enemy appears here, as well as some excruciatingly difficult static gun swarms – not very nice! The switches are not too difficult to activate, so if you keep your cool you'll find it easy. If not then you won't. It's as simple as that.

Level Six – VOID

This is impossible at times (too right! – Rob H) as you can no longer hide behind walls – there are none, only vast chasms which both you AND your enemy can fire across. Three force beams stand between you and the exit, so de-activating every switch is essential. There are also plenty of Stepper guns so try to retain your Burst Fire. Just don't forget that if the enemy lines up with you there are no walls around to save you!

Level Seven – HAZARD

I love the graphics on this level! Anyway, you must again de-activate every switch to find the switch which protects the exit. Again, use the map to find out where the lifts take you, and watch out for the lethal combinations of Stepper guns and turret guns.

Level Eight – GOTHIC

Actually, this one isn't too bad. It IS possible to run past un-opened traps in order to gain a safe position. Again the exit is guarded by three force beams, so every switch must be activated. If you reach the end, well . . . you'll probably sit there horrified by the abysmal end screen. Anyway, completing the game is an achievement in itself! (I would have liked a decent ending though Martin! – Rob H).

THE DEF GUIDE TO BATMAN: THE MOVIE

It's amazing just how quick these tips have come in but at the eleventh hour a map of the game arrived as well! A massive bundle of thanks go to Edward Masson of Aberdeen for the map and extensive tips to this stunning game. The more I play the game, the more I know it deserved the Gold Medal. The way it's structured, the graphic quality and the sheer brilliance of the music (particularly the title tune) – it all comes together so well.

The maps on these pages show the full layout of Axis Chemical Works and the Cathedral. With only a few very minor differences up in the higher levels of the Cathedral the maps can be applied to the 64 *and* Amiga games.

Axis Chemical Works

The 64 version is considerably easier than its Amiga counterpart as the cops and thugs only shoot when you're level with them and they don't follow you down stairs.

There is a set routine to each enemy's actions although the bombers can throw gas bombs in a variety of directions. When you meet the first gas bomber it's best to go down, rather than climb up past him. There is another bomber below but get behind him and you can kill him easily. Time your ascent so that he throws a bomb *as* you climb up. Duck any further bombs and take him out quickly! Remember to stay inside the arc of the bombs. Getting shot takes less energy than running into an enemy so keep firing!

The Amiga game employs the same basic tactics except you have to watch out for diagonal fire of bullets. To avoid it try to stay underneath the gun-wielding thug as this is a safe zone. If you get two thugs equally spaced then you could have problems. Best get up there and take them out (luckily, the bat-a-rang is incredibly rapid).

The Batmobile Sequence

Great fun on the 64, mind-blowing on the Amiga! The Batmobile is what it's all about and the Amiga game bodes extremely well for *Chase HQ* considering it's using the same programming techniques.

The 64 game is relatively easy as there aren't that many corners although you have to watch for wandering cars. Stay in the top half of the screen and wait for gaps to appear in the road and take them. Don't hang around as time can be vicious if you start dawdling. You don't lose any energy hitting cars on the side.

Shunt any slow moving cars, forcing them to accelerate away. Move through the gap and change lane before the shunted car hits a car ahead of it and slows down. Keep an eye on the yellow arrow and push fire as soon as it points up, if you miss the corner, turn and stay in the middle while you roar back (you don't need to go past the corner again to use the rope). Take the following corners: 3rd, 5th, 4th, 6th, 3rd, 3rd, 3rd, 6th, and 3rd, in order to reach the Batcave.

The Amiga game is much the same in terms of complexity except you have to think in 3-D! Keep at a moderate speed of 180 mph round bends as it's easy to slip to one side and into lamp posts. Try to keep in your own lane (preferably the centre lanes) to avoid skimming other cars. If you come up to a hill, followed by a bend, steer the relevant way to avoid flying off the road!

The time when you launch the rope to get round corners is proportional to your speed. If you're going at 225 mph and the street to turn down is indicated you should stick in the nearest two lanes and launch a half second or so after you see the signs before the lamp-post. At lower speeds you can wait a few seconds longer but if you *do* miss the street, slow right down to take the next one. If you like to play dangerous, you can get extra points by missing the first two streets and taking the third – it's risky though!

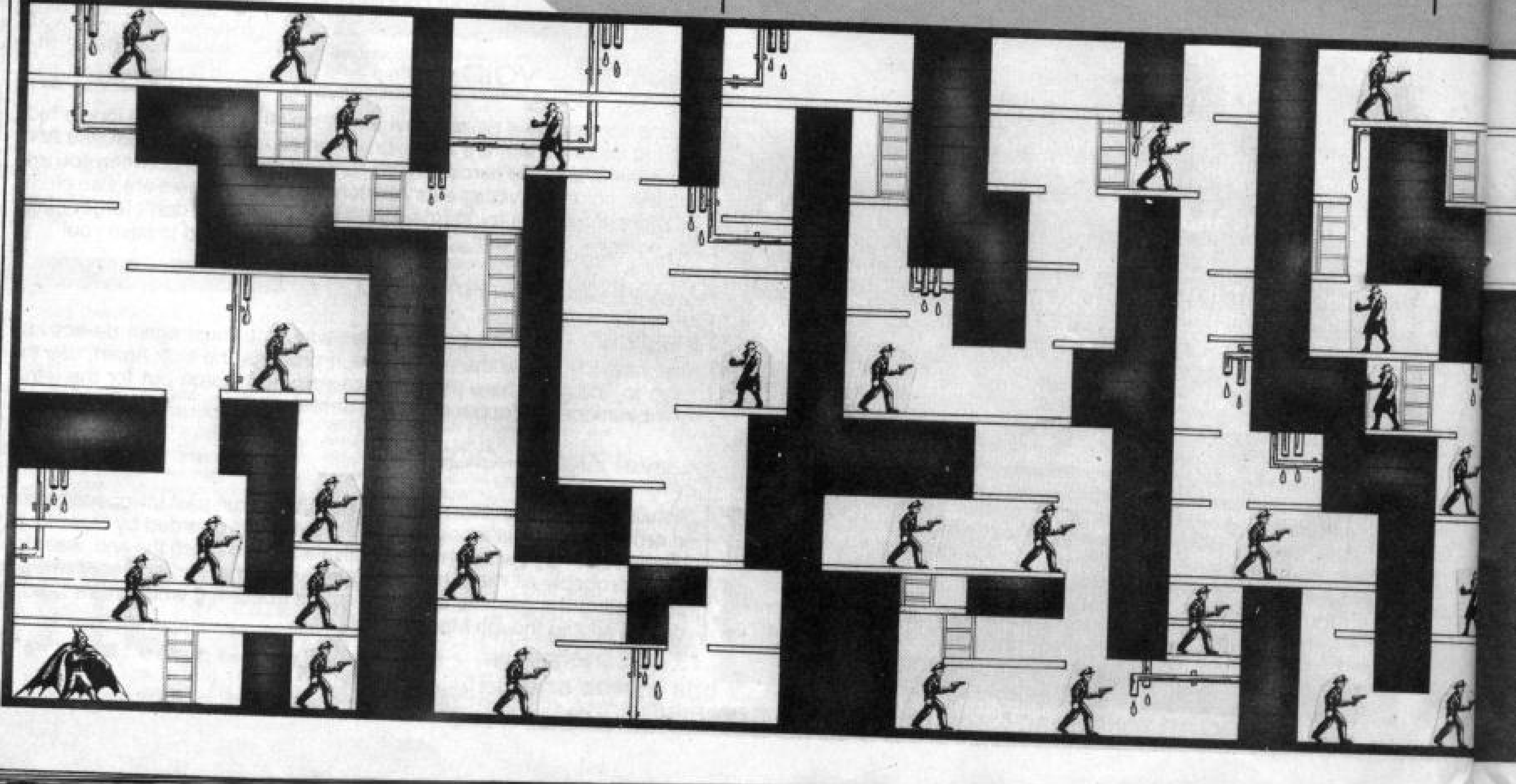
If you lose a life after having reached the 50 mile point you'll only be taken back to 50 miles and not right back to 100. Unfortunately lives are like gold dust so keep up the speed!

The Batcave

I think the music in this section is the best in the game so leave it to play before you start solving the puzzle!

Select the first three on the left for the first slot. If more than one chemical is found then you're halfway there. If there's only one chemical found then move on two ensuring an overlap which eventually gives you two or more chemicals.

The Amiga version is very harsh as there are considerably less selection slots (7 compared with 11 on the 64) even though there are less components (8 compared with the 64's 10) to choose from. (The positioning of the components on either side of the screen doesn't help the situation either). It's a process of elimination so think carefully about which are definitely not vital and which are and select accordingly. Above all, DON'T PANIC!



The Batwing Sequence

An easy enough level to complete providing you know what to do and where. The basic tip is to immediately move forward past the halfway point of the screen – position the Batwing so that the tail of the craft lines up with the Batman face in the status panel. From there you can cut the ropes of all the balloons as they rise or fall. DON'T bother going for the lower balloon if there are a set of three above – you won't be able to cut all four. Better to lose one balloon than three.

In the 3-D Amiga Batwing section, stick to around the 90 mph mark to keep speed up and maintain control of the Batwing's positioning. To get most of the ropes stay just above the centre of the screen in height (it's better to hit the balloon rather than the band support holding it down). Use the Batwing's engine exhaust as a centrepoint for judging height in relation to the balloon ropes.

Use small movements to rise with the hills to maintain a steady height using the edges of the Batwing to clip balloons by the side of the screen. The frequency of balloons increases towards the end (around the 25 balloons to go mark) so there's no need to accelerate in a mad rush to get the last balloons (just try not to miss too many).

As in the Batwing section, if you get 50 of the balloons and subsequently die you'll only be taken back to 50 balloons and not 100 (thank God!). I've managed to complete this section with one second to spare without loss of life so it IS possible!

The Cathedral

The tactics are much the same as for the Axis Chemical Works except you're working your way up rather than across. Work your way down to start with and then hug the sides of the Cathedral as you go up.

The bombers, thugs and cops perform in much the same way as the first section but now you're at the mercy of bombers above and the deadly spikes. On the Amiga game you'll need to cross the long set of spikes (to be found halfway up) in order to get through to the highest regions of the Cathedral (the falling platforms are very sneaky and very fast indeed).

On the 64 you aren't plagued by this problem so simply avoid them and turn left and go up the stairs. When you get to the top either move underneath the Joker (who mysteriously appears like magic on the ladder) and launch the batrope straight up, or instead do a long diagonal shot (you may need to move onto the parapet to launch it). The former method is recommended as there's margin for error (you're given a few chances to hit him).

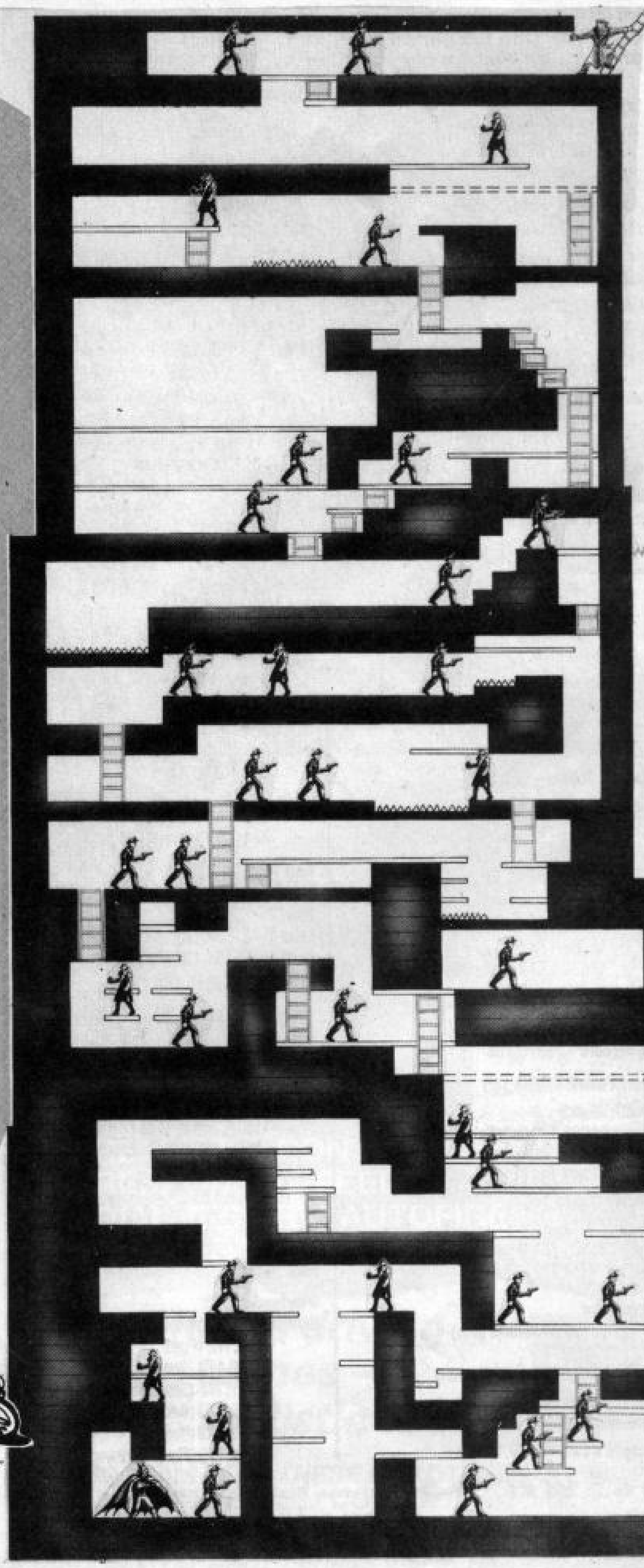
Don't think about tackling the Amiga rats. When cornered they scamper between you and the wall, draining masses of energy in the process. Use the up/down screen scroll facility at all times to see ledges and enemies above – wait until they're moving away and then rise to hit them from behind. Don't go down stairs as it takes too long on the Amiga game (the 64 game is satisfyingly rapid).

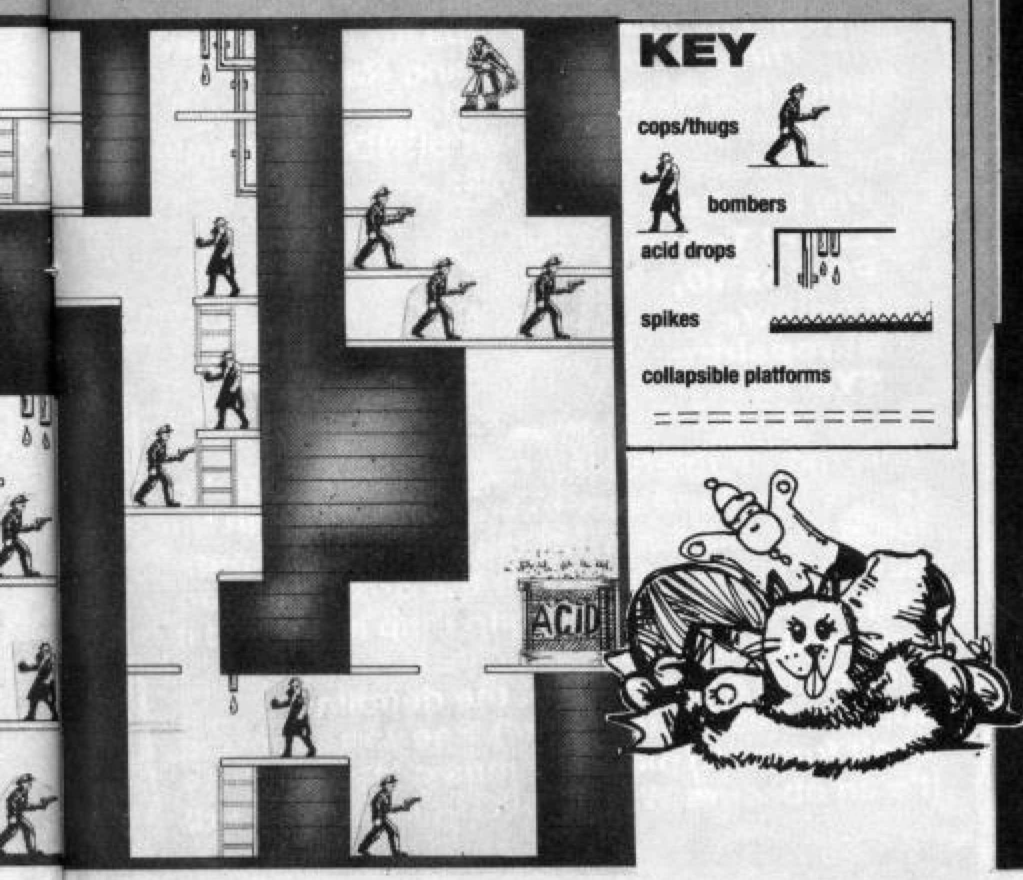
Watch out for the escaping gas as there's no hole in the pipe to reveal its presence – just time it right to get past. To avoid acid drops, inch forward if they're falling in a following sequence. (The Amiga Cathedral may be the same in layout but it seems the scale is larger as it takes a lot longer to get anywhere).

BAT-CHEAT

A 64-only cheat this one, and one that seems to crop up in quite a few Ocean games on cassette (yep, you probably know it already). Start the game as normal and work through to Level 2, 3 or 4 and then kill yourself. When the game requests you to rewind the tape and load Level 1 in, just let the tape run and level 5 loads in. You now have infinite lives although the background graphics may well be corrupted (Batman and the enemy sprites remain intact).

Thanks to 'Chippy', Jeff Brown (Not THE Jeff Brown!!), Zax & Lui, Richard Smith, **and** Paul Durr **for spotting that not so difficult cheat.**





Pig in a XMAS Poke

CARTRIDGE CORNER

Do you have typist's finger? POKEr's cramp? Line number limpness? Well, fret no longer, get your cartridge out and you won't need to see a specialist with these many cartridge POKES (no SYS numbers of course). Yeah, so they may oldies but a lot are on rerelease. A lot of newer readers are buying cartridges and the games now, and a lot are classics anyway.

5th Gear
15171,173 **(Lives)**
7134,173 **(Missiles)**

1943 – 34864,189

Action Biker – 59626,189

Afterburner
4969,173 6754,173

Arkanoid – 2564,189

Barbarian (Practice)
36544,165
34612,181
65530,181

Barbarian 2
35441,165
37742,165

Batty – 2828,189

Bedlam
30037,0
39710,0

Bionic Commandos
7518,165
7505,230 **(Instead of dying you do a somersault!)**
36621,181

Black Lamp – 5076,165

Bruce Lee
5686,128
5672,128

Bubble Bobble – 1240,189

Cauldron 2
33012,165
60983,165

Chameleon – 3184,173

Cobra Force
43096,173 **(Infinite missiles)**
43288,173
43030,173 **(Infinite shields)**

Crazy Cars (Hit Squad version)
7795,173

Cybernoid – 28870,165

Dark Fusion – 2798,165

Death Wish 3
21086,189 **(Infinite all types of ammunition)**
21753,189

Delta – 15834,173

Denaris
13820,173
13924,173

Dominator
2215,234 **(Infinite lives)**
2216,234
2542,0 **(Steer on all levels)**
4499,2 **(Extra speed)**

Draconus – 9926,173

Dragon's Lair – 4069,165

Dragon's Lair 2 – 4112,165

Eliminator – 46873,96

Forgotten Worlds (Infinite lives - both players)
3273,181
3273,181
48315,181
52038,181

Flying Shark – 7108,173

Garfield
25370,173
25389,173

Gryzor
13476,189
29187,18

Hunchback
5704,50
9521,44
9521,234
9522,234
9523,234

Hunter's Moon – 8155,165

Hysteria – 44527,201

I Ball 2 – 38895,165

IO
1096,3 **(Restarts the game and you thrust to the next level**
1118, (1-5) **(1 for very slow ship, 5 for extremely fast ship)**

Incredible Shrinking Sphere
39270,173 **(Infinite Spheres)**
40960,165 **(Infinite Shields)**
41098,165 **(Infinite Bullets)**

Jack the Nipper 2 – 51114,173

Kat Trap – 21851,165

Kokotoni Wilf – 17163,173

Knuckle Busters
43960,173 **(Infinite lives)**
41607,173 **(Infinite time)**

Last Ninja 2 (Pokes for infinite lives on the later levels)
35771,173 **(Level 5)**
36879,173 **(Play the game once and die before trying this one for level 6)**
34444,173 **(Level 7)**

Last Ninja 2
Level 1 – 37456,173
Level 2 – 36690,173
Level 3 – 31852,173
Level 4 – 35481,173

LED Storm – 7658,165

Legend of Kage – 13613,173

Munsters
2048,216
2049,120
2050,32
15614,169 **(Infinite Spells)**
15593,169 **(Infinite Energy)**

Navy Moves (Part 2)
40906,173
40799,173

Nebulus – 32979,181

New Zealand Story – 3215,173

Overlander
(Infinite everything once bought)
6337,173 (Fuel)
51489,173 **(Armour)**
49127,173 **(Smart Bombs)**
12895,173 **(Battering Rams)**
49038,173 **(Rockets)**
49014,173 **(Flame Throwers)**

Park Patrol – 58474,173

Phobia – 5235,189

Poltergeist – 32258,165

Predator – 5672,165

Pro BMX Simulator – 8692,0

Rastan Saga – 51463,173

Red Heat
3108,165
3558,165

Renegade
42187,165 **(Infinite Lives)**
38674,165 **(Infinite Time)**

Renegade 3 – 50714,173

Return of the Jedi
4044,165
5151,165
6827,165
6847,165

Road Blasters
(Infinite fuel - Need 1 unit of reserve fuel)
10982,165
15715,181
15903,181
16033,181
16133,181

Road Runner – 43241,165

Road Wars
43059,0
43078,X **(X = number of balls you want)**

RoboCop – 44416,0

R-Type
13054,173 **(Infinite lives)**
13140,173

Shockway Rider – 6816,173

Stormlord – 23858,173

Salamander (Great Game!!)
Level 1 – 23615,165
Level 2 – 19740,165
Level 3 – 23199,165
Level 4 – 21049,165

Tapper – 38058,173

Target Renegade
36217,173 **(Infinite Lives)**
34693,0 **(Infinite Time)**

Thing Bounces Back
2188,165
5783,165

Thunderblade – 4159,X **(X = number of helicopters you want)**

Thundercats
35088,173 **(Infinite lives)**
15293,173 **(Infinite time)**

Tiger Road – 5749,165

Toy Bizarre – 38268,173

Twinky Goes Hiking – 21783,165

Typhoon
4221,173 **(Infinite lives)**
13631,173 **(Infinite ammunition)**

Typhoon – 4221,173

West Bank – 12511,165

Wonder Boy – 2676,173

Zamzara (Infinite everything)
12303,173 **(Lives)**
12322,173
5847,173 **(Missiles)**
10641,173 **(Time)**
5014,173 **(Energy)**
9825,173
6424,189 **(Weapons)**

Credit where credit's due, Cartridge Corner was brought to you by ZZAP! with the greatest of help from A Brown, Torch of Cruise Way, Paul Crossan, WAZ, Jamie Clowes, JR Lambert, Rob & Rich (The North Wales Hackers), Alex (The Master) Pronk, The Breaker, Andrew Roberts, Hu Ablett, Brett Mitchell, Paul Hardwick, and Disk 2001 **of Norway (?). Keep it up, lads!**

Well that's me totally exhausted for this issue. The Def Guide to *New Zealand Story* WILL be in the next issue, I guarantee it, and so will a map of *Shadow of the Beast* (we've actually got one here but it arrived too late to squeeze in this issue – sorry, but you'll have to wait). I'm looking for tips for *Myth, Power Drift, The Untouchables*, and *Rainbow Islands* (a map possibly??).

Anything like that – just SEND THEM IN!!!! The address is, as always:

Pig in a Poke,
ZZAP! Towers,
PO Box 10,
Ludlow,
Shropshire
SY8 1DB.

This month the fabled £30 software voucher heads Scotland way to squeeze through the letter box of Edward Masson's home in Aberdeen. Thanks Edward for the great *Batman* map; it saved me having to map it out and it was well drawn to boot!

I'll call it a day now as the deadline approaches (aaarrrgghh!). See you soon and don't forget to play that music loud! (unless it's an obscure Welsh folk rock group! – Ed)


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XMAS CARTRIDGE COMPARISON

The backup cartridge has been with us for a few years now, with quite a chequered history. As specialist techniques have developed, the amount of practical and timesaving facilities have increased dramatically. Now, at what appears to be the peak of cartridge sales, it looks like the end of the road for this utility. The software houses' nightmare faces increased pressure from groups such as FAST, but do these cartridges have enough diversity to escape the court's guillotine? There are many types currently available, such as the ever popular Expert (used by Martin Walker, no less), the much hyped Action Replay Mk5, the cumbersome Freeze Frame, and the Final cartridge.

A relatively new product is the Power Cartridge from KCS (based in Holland). Whilst few of its facilities are significantly revolutionary, it is almost half the price of its big brothers, making it quite affordable. How well can this product stand up in today's market? Mad hacker ANDREW ROBERTS compares it with the most expensive – Datel's Action Replay – in ZZAP's first hardware review since Gary Liddon departed. Pass him the inflatable beer belly, someone . . .

Presentation

The Power Cartridge

The cartridge itself is neat and compact, and installation takes seconds. The packaging of the Power Cartridge (PC) includes an excellent 42 page manual which oozes professionalism. The various features are covered in detail with plenty of practical examples and help if things should go wrong. There is also a handy resumé on the back – ideal for quick reference.

The Action Replay

This too is neat, although not tamper proof, and again installation is simple. Ironically, the manual has only 24 pages (for a cartridge with so many features). The many features of the Action Replay (AR) are adequately covered, although the manual is quite sparse in places. It also assumes some knowledge of BASIC programming.

1) The Toolkits

Toolkits are very simply BASIC extensions, ie they add more commands to the ones already available. The AR's toolkit is accessed via the fastload module, but the PC's is always ready. The commands from either toolkit can be used in your own programs, however the cartridge must be present.

The features common to both cartridges are AUTO line numbering, DELETE (allows program lines/sections to be erased), MERGE/APPEND (collation of separate programs), OLD/UNNEW, and PLIST (an automatic printer facility).

Exclusive to the AR is BOOT, which will load in a machine code program and jump to the first address. Also, it allows hexadecimal, binary, and octal numbers to be used in ordinary BASIC expressions.

The PC has many more toolkit commands than the AR (quite surprising, really). These include DEEK/DOKE (double byte peek/poke), Dump (lists all variables and their appropriate values), FIND (invaluable text/command search), INFO (a command resumé), KEY (function key definition), PAUSE, RENUMBER, REPEAT (key repeat), SAFE (disables runstop/restore keys), TRACE (slowed-down RUN), and a quit option. There are also colour change and number conversion facilities – the AR caters for these in its text editor and monitor respectively.

I program in BASIC quite regularly, and these toolkits are an absolute dream. The Auto line numbering and Merge functions are particularly useful, as well as being foolproof. The toolkits probably only benefit the user during program development – unless the cartridge is present any toolkit commands encountered would be met with a hearty 'Syntax Error'.

The PC has the better toolkit, with nearly double the amount of commands than the AR (although the practicality of some is dubious). But it's difficult to find fault with either toolkit – they certainly get my seal of approval.

2) Machine Code Monitors

The monitors incorporated into the cartridges have two main advantages; they do not occupy any of the C64's memory, and they are easily accessible at ANY time. It is assumed, however, that the user has some knowledge of 6510 programming and hexadecimal notation – they are not tutorials of any kind. Having said that, the PC's manual does give in-depth explanation, so the budding novice won't be too lost.

The monitors share a number of common commands. Briefly, they are: assemble/disassemble, register display (at time of freezing the program), load/save/verify, fill, hunt, compare, transfer, go/jump (run), memory display/interrogate, and printer dump.

The AR also allows BASIC commands to be executed, using a special prefix. As said before, there is a number conversion facility (hex, binary, etc), as well as the ability to display the current I/O registers. For the more proficient programmer there are several functions to access disk drive memory (remember Mindsmear?!), with the result of more processor time. Screen displays can be scrolled in two directions using the F keys; very handy for searching. The PC has only one exclusive feature; WALK, which runs a program step by step, allowing the user to trace bugs more efficiently.

Having had limited experience with machine code, I couldn't really use the two monitors to their full potential. The AR was incredibly easy to use, and contained a superb system which accepts either opcodes or mnemonics. Possibly the AR would be more suited to an experienced person, owing to the manual's weak explanation. The PC is ideal for a learner – the manual is helpful, and the price is low, but a good book on the subject would also be needed.

3) Backup Facilities/ Loading Utilities

Whether you want to protect your home accounts files, or save your precious software collection (not condoned by Newsfield, incidentally), then the backup and loading utilities are a godsend. As far as the AR is concerned, a frozen program can be backed up in a whole variety of ways:

a) Tape – two speeds are available



here, turbo and superturbo (although reliable equipment is essential for the latter). The cartridge installs its own loader, so the cartridge needn't be present during loading.
b) Disk – three speeds for this option: Standard speed (30 seconds – yawn), turbo speed (15-20 seconds), and warp25. Now warp25 is a powerful beast, and therefore a special loader must be saved onto the disk in order to reload (the loader occupies spare blocks in the directory). The fastest re-load I encountered was 4 seconds!!! However, the amount of programs per disk side is severely limited with this option.

After a backup, the program may be saved again (in another way if required) or restarted. A separate utilities section includes fast format, a sophisticated disk copier, and a versatile file copier (program, user, sequential, etc).

As for the standard slow loaders, their loading time can be substantially reduced using the RAM-loader option. Tape users can utilise the handy fastload module, which (using the cartridge) can decrease loading times by 40% or more. The function keys are appropriately defined, and incorporate load/save/directory and a whole host of other useful commands. The whole caboodle is simple and quick to use.

The PC's backup facilities fall behind those of the AR in two respects; speed and success rate. However, disks on average loaded 6-7 times faster than usual. The backup process itself is again very simple, both for tape and disk: just select the desired format from the menu.

There are a couple of minor quirks, such as not being able to restart the game after a backup (the computer resets). The tape fastload/save/verify is similar to that of the AR, although not as user-friendly. Also included is a novel little feature which displays the tape signal on screen.

Utilities are; Dload, Dsave, directory, format/program name alteration, initialisation, delete, validation, and drive reset. These are similar to the toolkit commands in many ways.

No doubt the sceptics are anxiously waiting for my views on this section with bated breath. The back-up functions, however reliable and fast, are always a temptation – personally I think insuring your software would be a better idea. For your own programs and software such as PD demos, the fastloading facilities on both cartridges are life saving, particularly for tape users. Again, it's difficult to fault the system. I do think, though, that these devices should not be banned purely on the merit of software piracy – it's a minor aspect of both cartridges. There! Bye, bye sceptics!

4) Printer Functions

A versatile and labour-saving facility is the ability to output to a printer without having to enter masses of code and data. The cartridges do just that, with many unique and handy commands. Compatability (graphics wise) is also heightened.

The PC's 'hardcopy' mode is similar to the AR's screen printout option (see section 6). Any screen can be dumped to a printer, with the exception that any sprites present will not be printed (first person to write in and explain why will win Phil King's suspenders). The image can be reversed, enlarged, or shrunk. A number of toolkit orientated commands allow the user to: output to a huge variety of printers, change the graphics mode, upper/lower case adjust, extra linefeed, and port select. These adjustments can be activated using the specially defined function keys. There is also a diagram to aid any construction of printer cables.

The AR printer commands are marginally simpler, as it already has a separate screen dump mode. Extra functions include text expansion, and others identical to those outlined above.

Not actually owning a printer, I had limited time to review these particular sections. I was astounded by the intelligent shading technique, and the overall clarity (for both) was superb. The direct output made life a lot easier, and overall I was impressed. There is some confusion, however, if you don't have a full working knowledge of you printer's abilities.

5) AR Pokes Utilities

As well as the sprite killer, the AR also allows pokes to be entered, by selecting E from the main freeze menu. This is a doddle to use, and the ubiquitous SYS call is not needed. The PC also has a pokes mode, via the reset, although a SYS is needed.

The AR can also develop pokes for games, with a very high success rate. The process is very simple: start a game, freeze it, and enter the current number of lives. The computer will produce a list of possible pokes. Restart the game, and lose a life. Freeze again, and hopefully the computer will have found the correct poke or pokes. This should be noted down for any subsequent use. This process can also be applied to time limits and ammunition. See the cartridge corner in the tips section for these.

Indirectly linked to pokes is the parameters system, which enables multiload cassette software to be transferred on to disk. The parameters are, however, sold separately.

6) AR Sprites And Graphics

Some of the AR's more practical (and very handy) features are the sprite and graphics manipulation facilities. The Sprite Killer allows you to disable sprite collisions in two ways; sprite to sprite collision, and sprite to background collision. However, this technique is applicable only to older software, as most games today use more sophisticated and less cumbersome methods. Also, it cannot be switched on again, so it can't be used merely to pass various obstacles (*Pitfall 2*, for example, has many enemies which could be sprite killed, but then it would be impossible to pick up objects).



The sprite monitor is a stunning and versatile tool. Selecting V from the freeze menu presents you with another menu, plus a row of sprites along the top of the screen. This row can be scrolled left or right, thus enabling you to view all the sprites in memory. The expanded sprite in the centre is the one ready for scrutinisation, but another sprite can be selected using the scroll keys.

This sprite can be altered in a number of ways; it can be erased (and brought back if accidentally erased), inversed (which produces a 'negative'), mirror (changing it laterally), or flipped (changing it vertically). Sprites can be saved to tape or disk, and loaded into other programs. If you own a sprite editor, it would be possible to save your creations and load them into other programs also! The sprite mode, hi-res or multicolour, can be toggled to suit the current sprite (*Renegade 3*, for example, uses a combination of the two).

Another useful (and fun) feature is the ability to utilise any still screen (be it a loading screen, end screen, etc). Firstly it can be saved to tape or disk, in a variety of formats to suit various art packages, including *Blazing Paddles*, *Koala*, *Advanced Art Studio*, *Artist 64*, *Vidcom*, and *The Image System*. A picture saved in blazing paddles format can be used in conjunction with the tape slideshow. This allows various screens to be viewed in sequence as the next loads in. It serves no purpose, and can only be used if the cartridge is present.

If the still screen was text, then the powerful text editor can be used to alter it. The cursor keys are used to position text, etc, lines can be inserted/deleted, and the colours of the background and foreground can be changed. An indicator shows the row, column, and the text's whereabouts in memory. As mentioned earlier, the screen can be dumped to a printer, and the style and size can be adjusted accordingly.

Calling this section brilliant would be an understatement. Personally, I found the sprite monitor very handy, especially when designing my own graphics. Some people may find it redundant though. The screen save is great fun, and beneficial too – friends with different art packages could view your creations. How can I sum up this section. I know – absolutely superb.

Conclusion

It appears that we have two quality cartridges here, each showing an amazing array of practical, user friendly functions. Some features of the AR excel those of the PC, and vice versa. Taking into consideration the price tags, the PC represents unbelievable value for money. The AR, for what is on offer, is a little over-priced, and it's that which may deter some potential purchasers.

It would be true to say that the AR is geared more towards the professional user (hence the lack of detail in the manual), and the PC would be ideally suited to the novice or first time buyer.

If it is at all possible, I would recommend that you try before you buy, as the two cartridges are totally opposite in certain areas. It may be a matter of personal taste – I was biased towards the AR, until I discovered the price of the PC. These devices may not be on sale much longer, which is a shame, as I believe that the backup facility is outweighed by the other features. I would advise that you should buy that which you can afford, and for any pirates reading – you're wasting your time.

The ACTION REPLAY Mk VI costs £34.99 (inc p&p) from *Datel Electronics Ltd, Fenton Industrial Estate, Govan Rd, Fenton, Stoke-On-Trent.*
The POWER CARTRIDGE is available for £14.99 (+£1.20 p&p) from *Bitcon Devices Ltd, 88 Bewick Rd, Gateshead, Tyne And Wear, NE8 1RS.*

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action FIGHTER

Firebird, C64 £9.99 cassette, £14.99 disk; Amiga £24.99.

This must be the most obscure Sega coin-op since *Halls Of Kairos*, AKA *Desolator*. It lands you with the responsibility of completing five different missions for the President. To help you defeat the relentless enemy attack you have the world's most advanced transforming vehicle.

You start off with it in motorbike mode, collect the A, B, C and D icons which float down the screen and you can transform into a car. Pressing 'space' allows you to flip between them as necessary. The bike is fast, and can jump gaps in the road which would destroy the car, but then the car isn't blown up by the slightest touch from other vehicles. Collect E and F and it's jet-car time, flying off into the clouds to blast the swirling enemy aircraft waves. Here you have a mission objective which must be bombed or shot.

While zooming along in any of the vehicle's forms you may bump into a Sega van with add-on weapons such as double fire-power, missiles, reverse firing and limited invulnerability.



▲ Collect six letters and you turn into a plane (C64)


STU

Brilliant. The mean, laser-sharp contours of the artwork's car are really good. Of course, the artwork has been used for at least one game before, so no bonus points for that. Which is a pity since the sensible idea of doing an updated **Spyhunter** has otherwise been fairly disasterous. On both versions graphic and sonic presentation is banal, while playability is frustrating and unrewarding.


ROBIN

We're really beginning to scrape the barrel now in terms of coin-ops to convert (have *you* seen an **Action Fighter** coin-op around?) The 64 version is a fairly mediocre **Spyhunter** derivative with some neat cars, a great bike to car transformation scene and that's about all (the sound is instantly forgettable). Anything that is worth merit on the C64 is lost on the Amiga game with graphics nowhere near an average Amiga standard, likewise sound effects and a far too tough skill level.

64

PRESENTATION 57%
Same as the Amiga.

GRAPHICS 41%
Fast scrolling, but mediocre graphics and poor colour.

SOUND 30%
Inane tune and banal spot FX.

HOOKABILITY 62%
A bit easier than the Amiga one . . .

LASTABILITY 32%
. . . but gameplay seems no less monotonous.

OVERALL 39%
No wonder the coin-op never left Japan.

amiga

PRESENTATION 57%
Free poster on reverse side of instructions, but ingame presentation mediocre.

GRAPHICS 38%
Are you sure this isn't an Amstrad CPC port-across?

SOUND 35%
Are you *really* sure this isn't an Amstrad port-across?

HOOKABILITY 60%
Spyhunter-type gameplay is easy to get into . . .

LASTABILITY 37%
. . . but the appeal soon wears off.

OVERALL 35%
Not even Amstrad owners would be happy with this one.

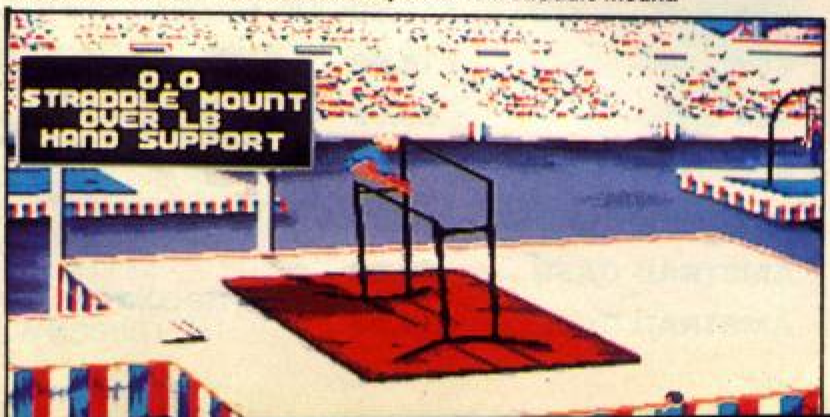
Games: summer edition

Epyx/US Gold, £24.99

Exactly one year after the 64 game (Issue 44, 49%) comes the 16-bit version of Games: Summer Edition. And as usual with Epyx it's being released out of season – what do you mean you thought December was the height of summer? Well, only in the southern hemisphere!

Anyway, it's time to slip off your wellies and duffel coat again to play eight very summery events. One or two players can practise or compete in the extremely exhausting uneven parallel (asymmetric to most people) bars, rings, hammer throwing, diving, 400m hurdles, pole vault, cycling, and the slightly more leisurely archery.

▼ Cameron puts on his leotard and performs a straddle mount.




STU

There may well be some nice graphical touches, but unlike Phil I was generally disappointed with presentation which looks more like a nice PC product than an Amiga one. Gameplay is unimproved, and it's a real shame there's not more head-to-head two-player options. I've never really been a fan of thse sort of games, and this certainly hasn't converted me at £25.


PHIL

As usual with Epyx, the presentation of **Games** is very good with different music for each event and some nice graphical touches. Sadly, as in the 64 version, the events themselves are very simplistic, requiring very little input from the player. Although this makes **Games** very easy to get into, its long term appeal is severely impaired.

PRESENTATION 62%
Okay intro and outro sequences, but heavy disk accessing.

GRAPHICS 45%
Good vector graphics on cycling, but otherwise disappointing.

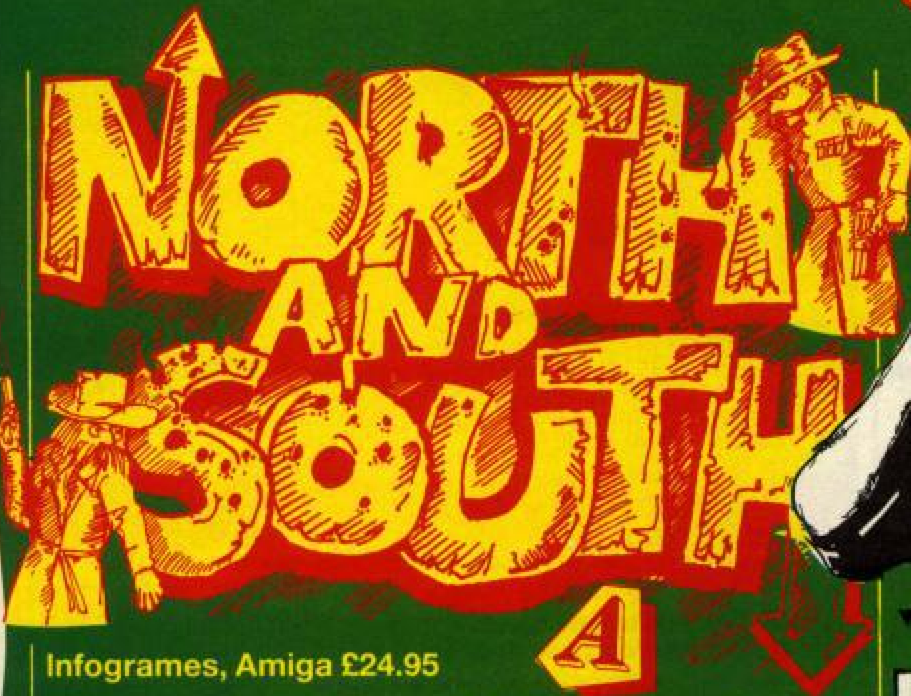
SOUND 60%
Mellow Californian MOR tracks for each event.

HOOKABILITY 53%
Ability to practice any of the events makes it instantly accessible . . .

LASTABILITY 38%
. . . but few of the events are much to write home about.

OVERALL 46%
A mediocre C64 sports game is little improved on the Amiga.

SIZZLER



NORTH AND SOUTH

Infogrames, Amiga £24.95

The American Civil War – a time of hardship for the USA as brother fought brother in the main title fight of the 19th Century, Confederate versus Union, North versus South.

The great battle is played over the whole of North America with the Blues in the North corner and the Greys in the South corner. Choose the year that you want to start the game (1861-1864) and the skill level of the side you want to play (Corporal, Sergeant or Captain). The year of the battle dictates the situation for both sides (with the Union obviously getting a better deal towards the end of the war).

North and South is based around the idea of gaining land. Put the cursor on a unit you want to move and info flashes up showing how many soldiers, cavalrymen and cannons it has. If it's one of yours press fire and the states it can move to flash. The more land you control the more money you earn – fill up your safe and you get a bonus unit.

To collect your money you need control of at least two railway stations for the train to run between. Gaining more stations to earn more money, as well as destroying your enemy's money making is a prime objective. To take a station move a unit onto it. If it's already occupied the scene switches to inside the station. A brave 'volunteer' runs across the courtyard dodging dogs, leaping over dynamite and fighting the defenders. Beat all this AND the timer and you gain control of the fortress station.

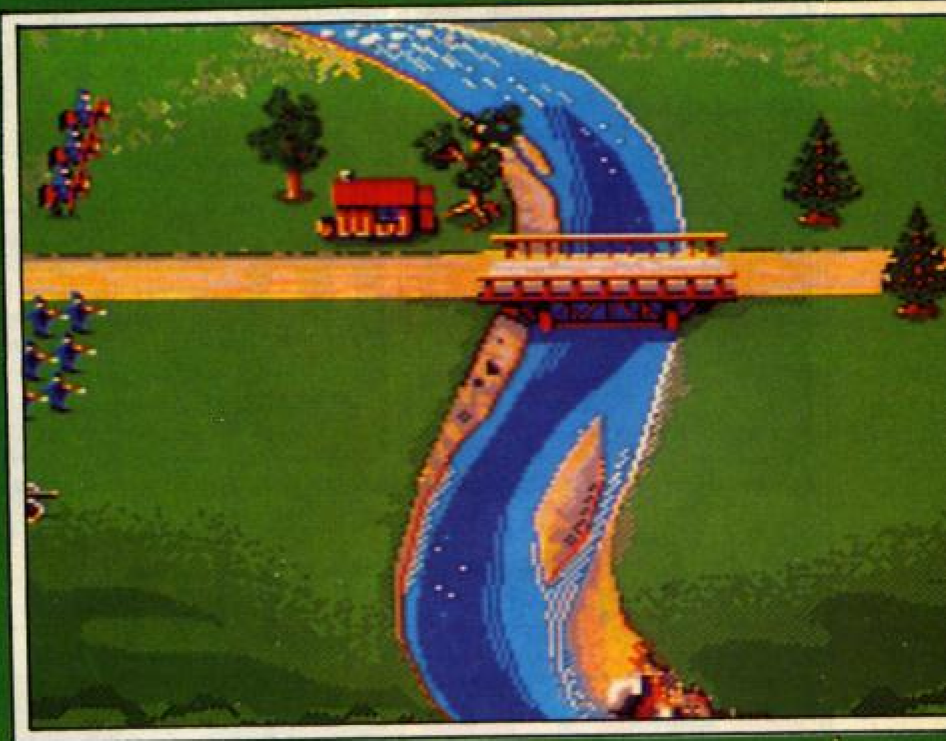
But if that proves too difficult you might try a bit of robbery. If you've got a unit in one of the states the enemy train runs through you might have an opportunity to board it. If you do your man is shown standing beside the railway track: jump onto a carriage then run forward, leaping the gaps and dodging the enemy soldiers. Get to the engine and you might steal enough cash to get another unit. Another way of getting money is to control the port in Virginia.
where ships come, leaving a very handy combat unit.

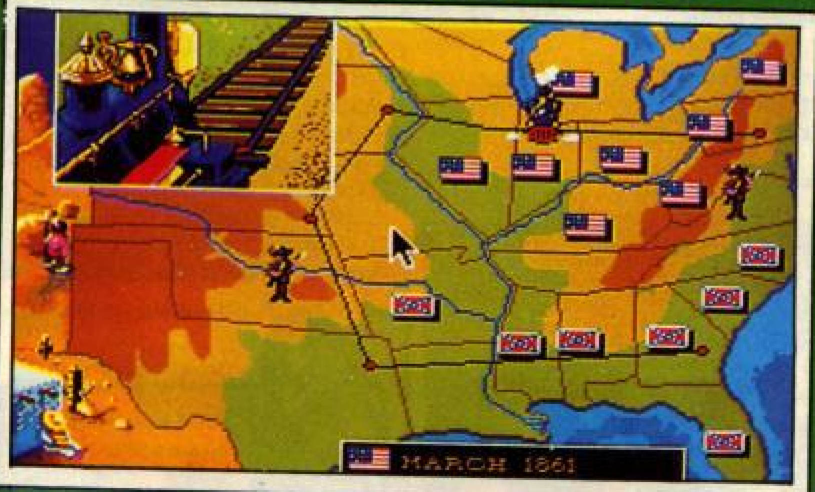
All this is great fun but to get anywhere, plenty of men are needed for the combat scenes. When two armies meet it's off to battle with cavalry and cannons towing along behind. Best to use the cannon to soften up the enemy and send in the cavalry to mop up any survivors. Watch out for rifle toting troops – they're good shots. If you don't want arcade combat, the strategy mode fights the battle automatically.



Wargames are my sort of thing and while **North And South** won't see SSI quaking in their combat boots it's certainly a thousand times more fun to play. The option screen is a joy to play around with, as switching on different options is accompanied by little effects and sounds. What's more the in-game presentation is superb with humourous graphic effects popping up all over the place. The strategy may be a little shallow but with three skill levels per side, four scenarios, and numerous other factors to select there are plenty of options to keep arcade fans and strategists busy.

▼ A divided nation at war, plan your brilliant strategies here.





▲ Trading artillery shots in a battle over a crucial bridge.



This really is a gem of the game. The sheer variety of gameplay, the many excellent details, like the photographer taking a picture when all the options have been set: it all adds up to an utterly irresistible package. The basic mix of strategy and arcade action is excellent, and to add spice you can turn on options for Virginia Port and Indian attacks. In truth the strategy may not be that complex, but the great arcade sections and wealth of options should make this a prized part of your software collection.

64

No news as yet although it wouldn't be impossible to convert.

update

PRESENTATION 96%
Well polished with a great sense of humour and plenty of options.

GRAPHICS 93%
Cartoon graphics lifted straight from a comic book.

SOUND 87%
Suitable tunes and very neat spot effects.

HOOKABILITY 90%
Compared to all other strategy games this is unbelievably easy to get into.

LASTABILITY 91%
Three skill levels together with four battle periods ensure long term play.

OVERALL 90%
A fresh and offbeat arcade approach to the Civil War.

ZZAP! XMAS TEST



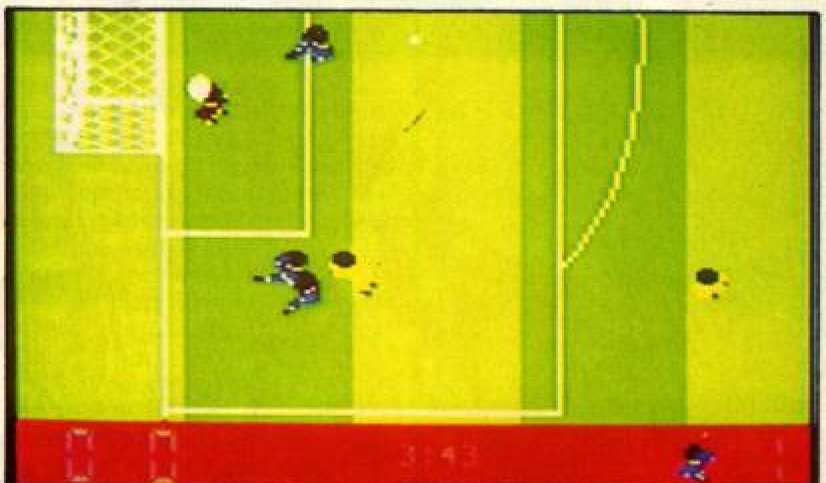
KICK OFF

Anco, C64 £9.95 cassette, £14.95 disk

'Ere we go again. Six months after Amiga Kick Off **comes the 64 version.**

As before, you can play against the computer or another player in a friendly match, or alternatively up to eight teams (human or computer controlled) can compete in the international league. There are also options to practice skills and penalties, as well as changing the length of matches (from 5 mins per half to 45!).

The most obvious difference between this and the Amiga game becomes apparent as soon as you start a match.



▲ **It's all change for the C64 version, and unfortunately not for the better.**

Instead of playing up and down, the teams play left/right with the pitch scrolling to follow the action. Other changes include the inability to stop and pass, and the omission of the 'radar' screen.



ROBIN

The playability of the Amiga game won the day but on the C64 it just doesn't get started. Technically it's pretty appalling: sound effects are weak while the graphics suffer from ropey animation and the glaring presence of sprite flicker. I thought the Amiga game was riddled with (unimportant – Ed) bugs but the C64 version has even more AND a heavy dose of unplayability. To my mind, **MicroProse Soccer** wipes the floor with this.



As far as I'm concerned the only similarities between this and Amiga **Kick Off** are the play options and the name! Otherwise it's a completely different game and an inferior one at that. The change to a horizontal pitch wouldn't have mattered if the gameplay hadn't been spoilt by the inability to pass properly. This omission reduces play to blasting the ball up the field and running after it. For me this simply *isn't* **Kick Off**.

PRESENTATION 82%
All the options of the Amiga game.

GRAPHICS 42%
Flickery, slow-moving sprites.

SOUND 31%
No tunes, sparse effects.

HOOKABILITY 34%
Frustrating and too little skill involved.

LASTABILITY 40%
Good league option, but basic game flawed.

OVERALL 37%
An inferior 64 footy game.

Sporting Triangles

CDS, C64 £9.99 cassette, £14.99 disk

Central TV's answer to A Question Of Sport **has been computerised. Like on the telly, three players (any of them human!) compete in seven rounds of sports questions, each contestant specialising in one sport.**

Throw the dice and away you go around the triangular board – your question depends on which colour you land. Answering is by you simply telling the computer whether you got it right or not. In addition to normal questions there are special Hit For Six, Jigsaw, and Quickfire rounds.

▼ **A trio of sportspeople sport sportswear.**





Seeing as **Sporting Triangles** contains over 2,500 questions I was surprised to see the same ones popping up time after time. Worse still they take hours to load in for every game, while the 'yes or no' answering system allows scope for cheating. Still, **Sporting Triangles** does manage to emulate the TV show in one way – it's extremely boring!



STU

I can't say I'm much of a sports fan and was completely bamboozled by virtually every question I had in a contest with Phil. And as even ZZAP!'s resident sports junkie couldn't get far I can confidently say this is one for fans only. Technically the game is little less disappointing with unimaginative graphic presentation.

amiga

The Amiga game is expected very soon.

update

PRESENTATION 36%
Awful question loading, a few options.

GRAPHICS 32%
Dull, static screens.

SOUND 27%
Hardly any apart from the neat theme tune.

HOOKABILITY 21%
The extremely slow loading will send you to sleep . . .

LASTABILITY 29%
. . . and when you eventually get to play, you'll soon feel drowsy again!

OVERALL 27%
Worse than the TV show!



▲ Relaxing by a lake – well, fishing is sooo boring!

CABAL

Ocean, C64 £9.99 cassette, £14.99 disk.

Not the game of the Clive Barker book, that's Nightbreed, but rather the conversion of a somewhat obscure coin-op. As always with arcade games the plot is a little thin on the ground. A US commando or two have been selected for a high-risk mission: penetrating 20 static-screen levels to destroy the Enemy's base.

Before you can admire the first of the pretty, albeit non-moving background screens you come under attack. Your man is at the bottom of the screen with a gunsight cursor floating before him. Push the joystick left or right and both man and cursor move accordingly. Push up or down and only the cursor moves, hold down fire and you can move the cursor any which way without the man moving. Bullets are unlimited, unlike grenades which can take out tanks, helicopters, buildings, and people who look at you the wrong way.

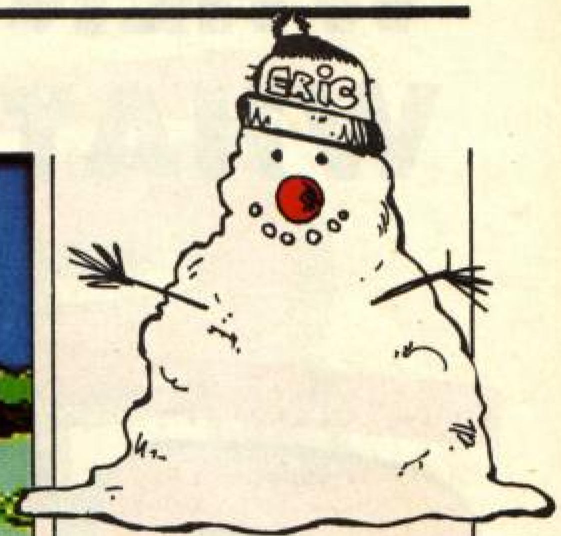
Thrown out of the wreckage come icons to land at the bottom of the screen. Walk over to pick up extra points, grenades, or mega weapons such as a bazooka or a machine gun (lost when you lose a life). The aim of the game is to destroy so many enemies that a blue bar turns completely blood red, moving you onto the next screen.



▲ Take cover behind the concrete blocks!



You soon forget the lack of smoothly scrolling backgrounds once you, and a friend, get involved in the bloody, and almost overwhelming combat. Gameplay this fast and furious shrugs off accusations of simplicity and unoriginality; it's great fun, period. The backgrounds are colourful, but lack the detail you'd expect of static screens. The sprites more than make up for it though: the main sprite has real character, well animated with some dramatic poses. Enemy tanks and soldiers are equally impressive, and while sound is limited to the usual bangs-and-booms this is a top-notch product, well worth the asking price.





To be honest I didn't expect much of **Cabal**, despite the traditionally great Wakelin cover art the game looked set to be a rather feeble **Op Wolf** clone. But once you actually start playing doubts are swept away. The action is fierce and relentless. Running left to right, from cover to cover, while all the time blasting away at the enemy soon has you bathed in sweat. It's neat how you're constantly torn between watching over your man at the bottom of the screen, and moving the gunsight cursor usually near the top. In my opinion it's a more playable game than **Op Wolf** and gives **Thunderbolt** a pretty tough run for its money as well.

amiga

An Amiga version is expected on November 6 for £24.99.

update

PRESENTATION 76%
Good title screen, two-player and keyboard options.

GRAPHICS 82%
Great sprites but disappointing backgrounds.

SOUND 65%
Okay title music, but no in-game tune and only average FX.

HOOKABILITY 94%
You can't have much more simply addictive fun than this.

LASTABILITY 77%
20 screens, but not much variety in the attack waves.

OVERALL 89%
A good, solid blast-'em-up!

WHEN YOU KNOW WHAT YOU WANT...

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ZZAP! TEST

XMAS SIZZLER

STUNT CAR racer



MicroStyle, £9.99 cassette, £14.99 disk; Amiga £24.99

C64 A

●The rollercoaster ride of a lifetime!

The world's first official motor races were held in France in 1895, and the speed-blurred trip from there to 1989 is well covered in the manual. But it's the future that holds most excitement. The 1990s see all sorts of chemicals fill the petrol tanks of racing cars. New, super-efficient engines, nitrous injection, and 'sticky' tyres mean 1998 racers can accelerate at over 1G, or 0-60 mph in two seconds! With such incredible car performance, attention turns to the racing tracks. In 2006, 500ft elevated 'stunt tracks' with massive ski-jumps are introduced.

By 2008 the tracks have become unbelievably dangerous, but you're not scared, are you? After all, a fair proportion of your body is synthetic, and dropping down to Division Four should make for a really easy first couple of races, shouldn't it?

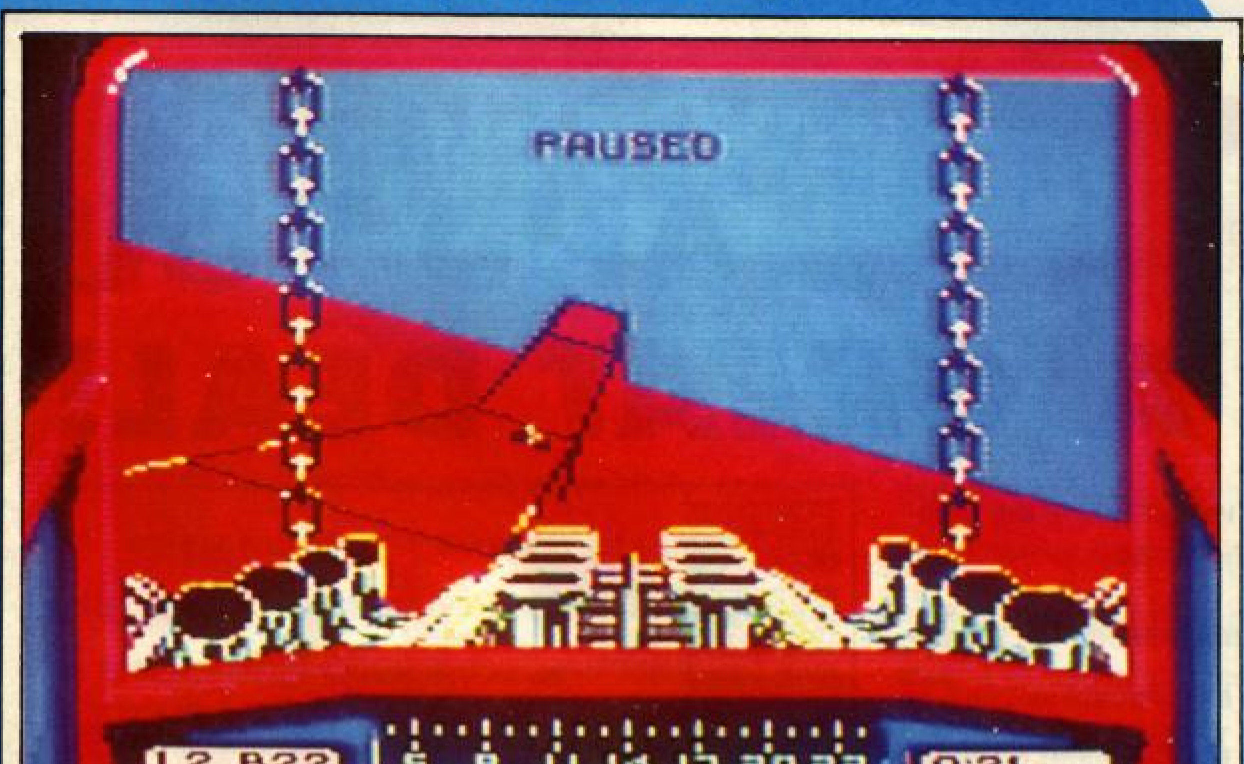


▲ A hump Quasimodo would be proud of (Amiga)

Control of your supercar is relatively simple. Pushing forward on the joystick gives acceleration, pulling back brakes or – if you're at 0 mph – reverse (useful if you're dropped back on the track just before a big jump). Once the joystick has been pushed forward the car will continue to accelerate unless you brake. Pressing fire shoots nitrous into the engine, making flames come out of the exhausts for super-acceleration, but you've only got a limited amount.

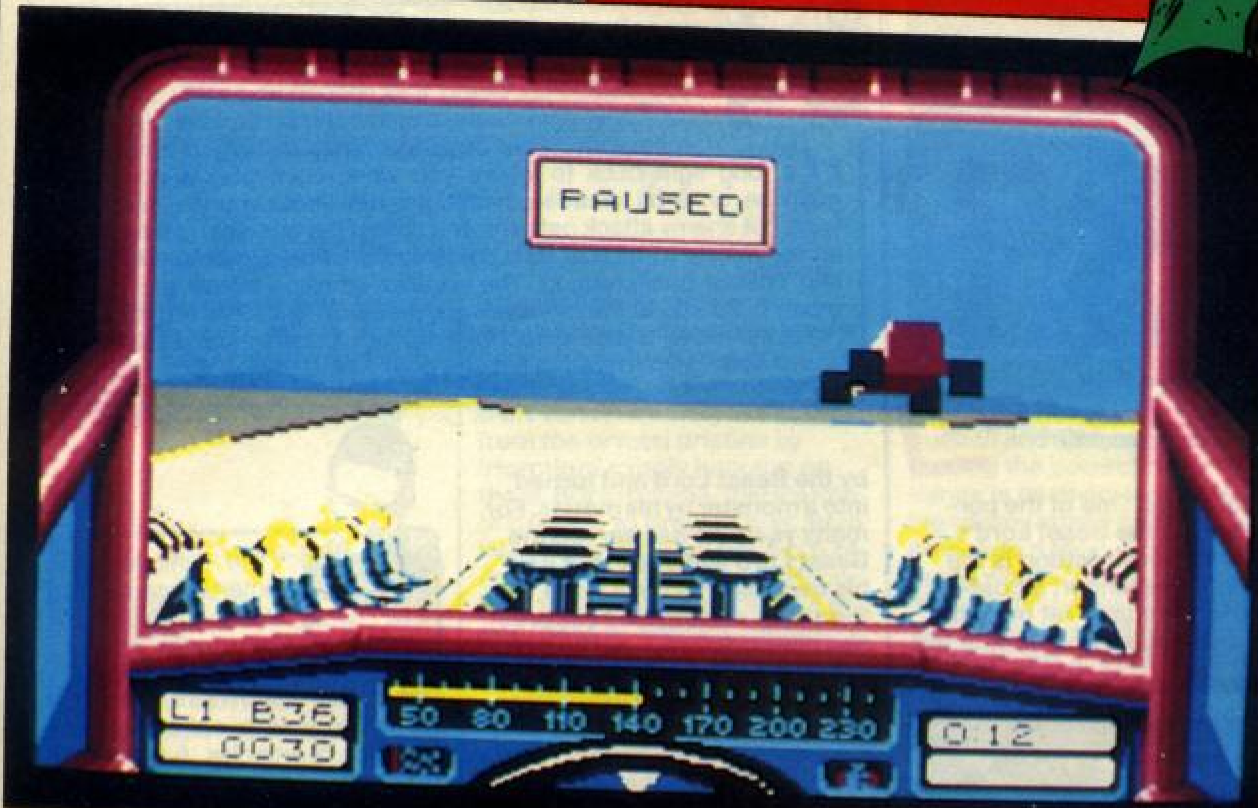
Your car will automatically follow the road, unless it's airborne – as is often the case – but that doesn't make it easy! The dashboard has all the usual dials: speed, laptime and distance from your competitor, plus a chassis crack! This is at the top of the screen, and lengthens during hard landings and tight corners – if it reaches the right-hand side, the car's wrecked and you retire (giving extra points to your opponent). There's also structural damage, shown by holes, which stays with you throughout the season

▼ The crane lifts your car onto the track as your rival zooms into the lead (C64)





This is one of the most exhilarating racing games I've ever played. The solid 3-D tracks move amazingly fast: akin to riding on a rollercoaster. But even better, you literally fly over jumps and come crashing down with a thump, the car wheels bobbing up realistically, only to bounce up into the air again. And when you crash, it's really spectacular as the whole world seems to spin around before you hit the ground in a cloud of dust. I lost count of the times I wrecked my car, but the game is so much fun to play that it never got at all frustrating. And with eight tortuous tracks and a whole host of different computer drivers – who all have their own driving styles – you should be kept playing for months.



▲ Watch out for low-flying cars! (Amiga

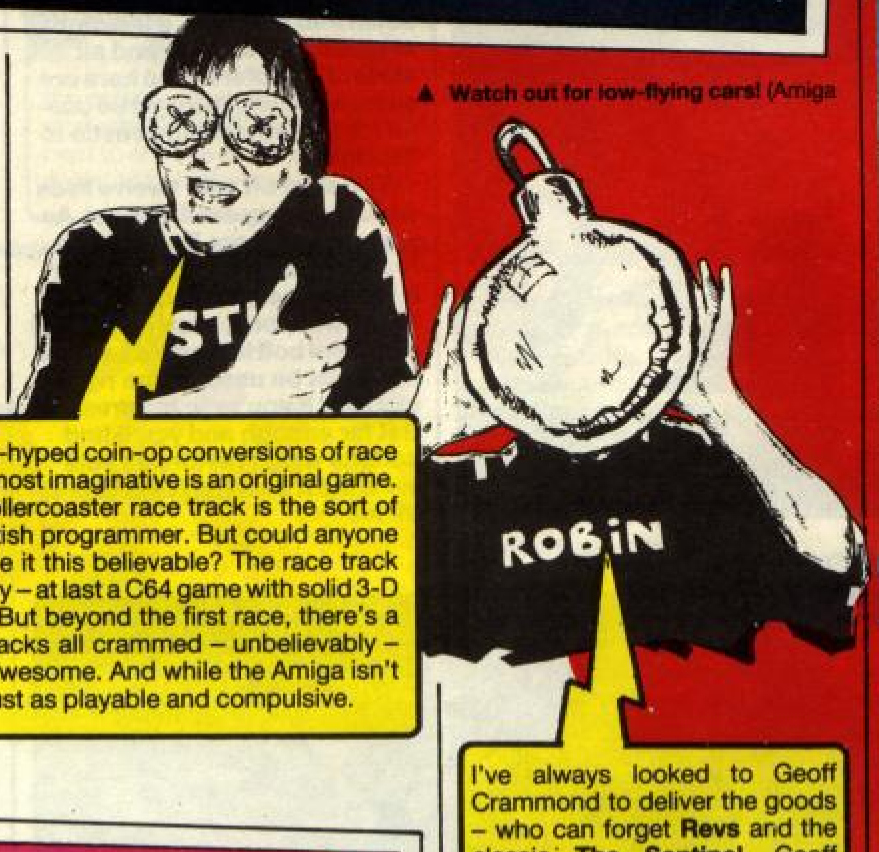
(unless you're in 'easy' Division Four).

Your objective is to win Division One. There are four divisions, each with three drivers and two tracks. There's also a Super League for Division One Champions. This League takes you right back to the bottom of Div Four, but both you and your opponents can now accelerate much more quickly, with higher top speeds. A racing season involves six races – at the end, the driver at the top of the division is promoted. You get two points for a win, one for the fastest lap time.

Any of the tracks can be practised, although there is no opponent to race against. Your game position can also be saved, as well as a Hall of Fame with the fastest laptimes. If a season is going badly you can choose to 'replay', going back to your last save position.

There is also a multi-player mode. Up to eight players can participate, racing against computer opponents for the highest position. If you load in a single-player game position in the Super League, then you have access to all eight tracks and the superraces! The whole thing can, of course, be saved.

Despite all those imminent, mega-hyped coin-op conversions of race games, it's unsurprising that the most imaginative is an original game. Racing on a nausea-inducing, rollercoaster race track is the sort of lunacy you might expect of a British programmer. But could anyone but Geoff **Revs** Crammond make it this believable? The race track and competitor car move perfectly – at last a C64 game with solid 3-D vector graphics to boast about! But beyond the first race, there's a big range of competitiors and tracks all crammed – unbelievably – into a single load. Quite simply awesome. And while the Amiga isn't so technically amazing, it's just as playable and compulsive.



I've always looked to Geoff Crammond to deliver the goods – who can forget **Revs** and the classic **The Sentinel**. Geoff hasn't been around the scene of late, but now he's really surprised us all with what must be one of the best racer games this year (looks like that's going to be a common phrase this year), and all this with next to no hype. The C64 game is obviously the most remarkable program with speed easily comparable to the Amiga game and a highly effective illusion of speed. I'd have liked more than one opponent to race against in the races to give it that much more of a race feeling. But as it stands Stunt Car Racer provides immense fun as you leap over obstacles, jump gaps and burn round corners with no thought for safety or margins of error – great stuff!

64

PRESENTATION 98%
Thick manual with good racing history and hints, plus an amazing amount of options (see review).

GRAPHICS 95%
Solid 3-D track graphics may not look amazing, but they move incredibly fast. The flaming engine and bouncing wheels are great too.

SOUND 85%
Effective engine revving stuff.

HOOKABILITY 94%
Very simple to get into . . .

LASTABILITY 95%
. . . but winning a race is tough, making winning the league a substantial challenge.

OVERALL 94%

The C64's technical boundaries get pushed back even further by a brill new game.

amiga

PRESENTATION 98%
Same as the C64, plus simultaneous two-player mode if you've got a friend with an ST or Amiga and the right cables.

GRAPHICS 91%
Good, solid 3-D graphics move as fast as could be desired. Interlevel screens only okay.

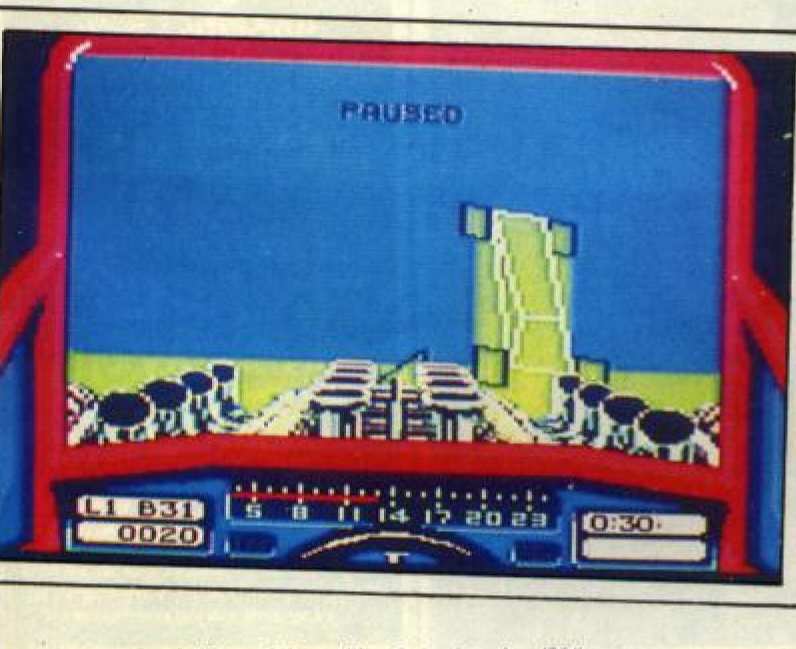
SOUND 82%
Good engines roar, plus lots of nice touches like a useful creaking chasis crack. No tunes though.

HOOKABILITY 91%
Harder than the C64, but incredible playability still draws you in . . .

LASTABILITY 94%
. . . and the league keeps you playing.

OVERALL 92%

A highly original and very playable race game.



▲ **Witness the thrills and the spills of stunt racing** (C64)

SHADOW OF THE BEAST

Psygnosis, Amiga £34.95

The temple Necropolis casts a horrific shadow across its alien world. The courtyard is regularly sluiced with blood from the mass slaughter of humans at its sacrificial stone. One of the participants in the Beast Lord's appalling blood-letting is the warrior-messenger, a goat-headed creature. Yet once he was an innocent child, abducted by the Beast Lord and turned into a monster by his mages. For many years he has served the Beast Lord selflessly, but now his own parents have gone to the stone, stirring long suppressed memories . . .

You are the goat-warrior and your quest is bloody vengeance. You start on an empty plain with the Beast Lord's airships floating overhead. To the left there's a tree with a doorway to take you down into a cavern, a labyrinth of platforms, ladders and all sorts of monsters. Also here are some keys, which might be useful for the labyrinthine castle to the right.

You start off with twelve lives which can very easily be lost. As you explore more lives can be found, along with 'don't touch' levers, a laser gun and a jetpack. Some weapons, such as an electrical bolt last only a set time and must be used on the right monster if you're to progress. Get far enough and you'll find potions which restore all your lives, but it's no easy task to find them.

▼ The door in the tree leads to a huge, nasty-infested cavern.



▼ That huge monster isn't going to get my goat.





In one way the £35 price tag is almost justified, the game is so tough and long-winded you need that price to force you back. Play **Beast** well enough and it rewards you with new opponents, but starting again takes 90 seconds with disk access and compulsory intro tune. And it's a long fight back to where you were. Gameplay is no great advance on 8-bit arcade-adventures; run about, punch baddies, work out enemy attack patterns and collect the goodies. But the 350 screen map is 16-bit size, as is presentation with a superb soundtrack and brilliant backgrounds. The parallax scrolling above ground is great, but some of the monsters are mediocre. Initially the price and difficulty make **Beast** disappointing, but persistence reveals an above average game, if not a mega one.



'The ultimate in entertainment software' turns out to be a large, but not massive arcade adventure which mainly consists of timing your punches against masses of enemies. A very high level of difficulty substitutes for any real depth. At first this causes frustration, but after playing the game for quite a while it began to grow on me. A real sense of achievement comes from completing a section, and with five huge zones and a total of 350 screens, completing the game is an immense challenge. Although not quite the mega-game expected, **Beast** is beautifully presented and extremely playable.

64

No plans as yet for a C64 version.

update

PRESENTATION 88%
Free T-shirt, good loading screen and plot details during frequent disk access. Wait when you die maddening.

GRAPHICS 92%
Excellent backgrounds, but many of the 132 monsters are blandly coloured and animated.

SOUND 97%
Superlative pipe-like David Whittaker soundtracks which vary according to situation.

HOOKABILITY 74%
Amazing graphics draw you in, but tough gameplay and lengthy disk accessing put you off.

LASTABILITY 88%
A big challenge, more due to tough opponents and no save option than size, but may prove too frustrating for some.

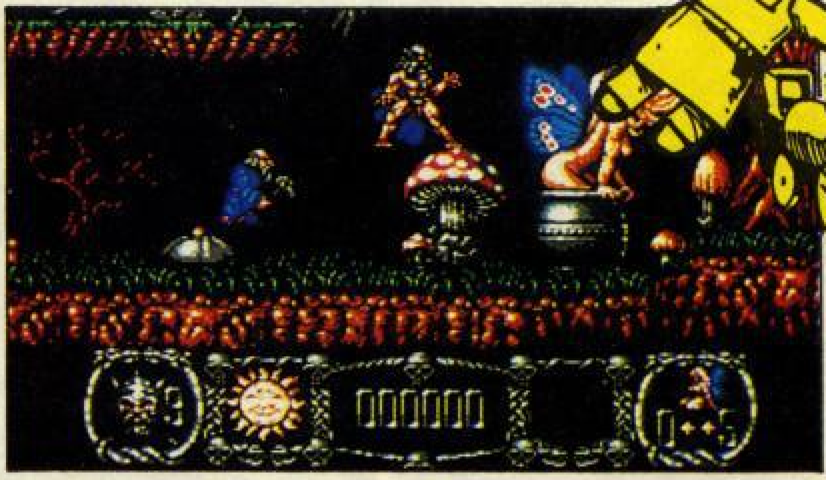
OVERALL 83%

Very nice to look at, very tough to play and *very* expensive!

STORMLORD

Hewson, Amiga £19.99

When the damsels in distress are as buxom and underdressed as those in *Stormlord* risking life and limb for their rescue requires little explanation. Suffice to say around five faerie maidens have been imprisoned on each of the game's six levels (two more than 8-bit versions). They are freed from the crystal prisons by Stormlord simply jumping on them. But of course, there's lots of baddies to prevent that, from beautifully detailed flocks (?) of dragons to skeletons to catapillers. In addition there's keys to find, bees to distract, flames to quench and umbrellas to utilize. Finding the correct order to do things is as important as learning enemy attack patterns. If you complete a level, there's a sub-game where Stormlord blows a limited number of kisses at faeries flying overhead. When a kiss touches a faerie she cries, and her tear can be collected for extra lives.



▲ Close your eyes, Mary Whitehouse!



I'm honestly surprised how well **Stormlord** has come across in the process of conversion. The gameplay is still inherently 8-bit, but 16-bit graphics come into their own with wonderful sound effects to match (the crackling of the fire is so atmospheric and the Maniacs music is superb). Dig deep into the game and there may not be great depth to it, but presentation is wonderful and playability extremely high.



Afer playing this so much on both Speccy and C64, I didn't expect to be too surprised by the Amiga one, but I was! The graphics are wonderful, the flickering of shadow around fire lamps on the castle, the way the faeries' hair moves when their crystal prisons bounce, the detail is great. Sonix are no less impressive, the buzzing bees and wolf whistle in FX mode, or the Maniacs Of Noise soundtrack, are hard to choose between. Playability has been tweeked too, making it easier to get into than the superb C64 one. Highly recommended.

PRESENTATION 82%
Great loading screen and nice attract mode.

GRAPHICS 92%
The first two levels are superb, with brilliant attention to detail. Thereafter there isn't too much new.

SOUND 94%
Great soundtrack, amazing seund FX!

HOOKABILITY 90%
Good difficulty grading keeps you coming back to more to get that much further . . .

LASTABILITY 84%
. . . but six levels aren't easily going to be beaten.

OVERALL 86%
The best 16-bit damsel rescuing game yet!

DOGS OF WAR!

Elite, Amiga £19.99

Although the title evokes visions of poodles with popguns, in Dogs Of War **you (and an optional partner) are mercenaries.**

Choose your mission from an international dozen. Before the fighting starts both players have several thousand credits to spend in the armoury. Weapons include various pistols, rifles, machine guns, rocket launchers, grenades, and even a flamethrower. You can buy more than one weapon (and switch between them during play) but you'll need to buy plenty of appropriate ammo.

The action itself is shown from overhead, the play area first scrolling upwards then left, up, right etc. Enemy soldiers swarm in, firing machine guns and throwing grenades while additional hazards include mines, jeeps, and gun turrets.



Dogs of War is essentially an **Ikari Warriors** variant, improving on that game with the superb range of weapons and multi-directional scrolling. Although hardly innovative, the simple shoot-'em-up gameplay is very addictive and (as always) more fun with two players. The trouble is, all the missions play much the same, and the action eventually gets repetitive.

▼ Armed to the teeth and not a Rottweiler in sight!





I really liked this one, lots of violence and mega-hard weapons. The bullet-spitting mini-gun is great fun, as are the rocket launchers for taking out gun turrets and tanks. It could get a bit boring on your own, just inching up the screen against a relentless enemy onslaught, but I liked it. A sort of **Leatherneck II** by the same programmer, Steve Bak, this is great mindless fun.

64

No plans for a 64 version.

update

PRESENTATION 80%
Good weapons selection screen.

GRAPHICS 72%
Effective sprites and varied backgrounds.

SOUND 63%
Banal tune livened up with screams and gunfire.

HOOKABILITY 76%
Tough to start off with, but very simple . . .

LASTABILITY 81%
. . . a dozen missions provide some variety.

OVERALL 77%
Straight-forward military massacring from the comfort of your favourite armchair.



XMAS SIZZLER

DreamTracks are *the* entertainment craze of the 21st century, storing memories of exciting events or fantasies and replaying them for consumers. DreamTracks recreate the exact sensations of events, the smell and even the taste of them as much as the sight and sound. But by their very success DreamTracks have led to abuse and corruption.

The Dreamers whose memories, and fantasies, are stored on the Tracks are implanting subliminal messages to make consumers buy certain products. More recently political messages which add up to virtual thought control are being hidden in the Tracks. One ex-Dreamer, Chadd, sets out to destroy a particularly dangerous Track stored in a High Security building. He asks his girlfriend to walk in and get the Track, while he infiltrates the computer to deactivate all the security systems.



▲ Level three and a missile has locked onto the fleeing bird-like creature.

Interp

Imageworks, Amiga £24.99

●Tomorrow's cyberpunk computer games today!

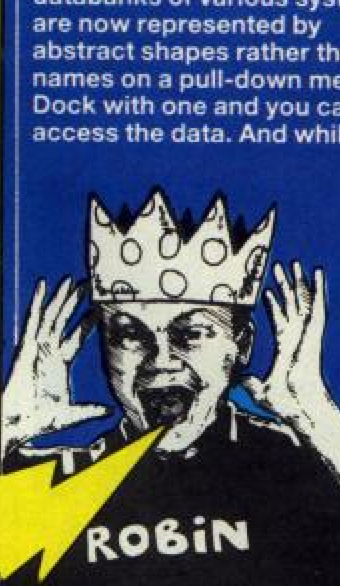
The computer's programs are represented not by numbers, but complex 3-D graphic icons. The windows, icons and pointers of the WIMP Amiga interface have been replaced by fast moving 3-D landscapes. The databanks of various systems are now represented by abstract shapes rather than names on a pull-down menu. Dock with one and you can access the data. And while you search through the interphase, security systems in the shape of attack fighters zoom after you.

The game starts with you entering the building through a tunnel-like datastream; touch the walls or the mini-datastreams forming bars and you lose energy. You emerge in black space. Above and below you are coloured squares which you fly through to other levels. Various weird graphics dot the landscape, while attack ships blast at you. Press the spacebar and you can use the mouse to click on one of the options on the control panel.

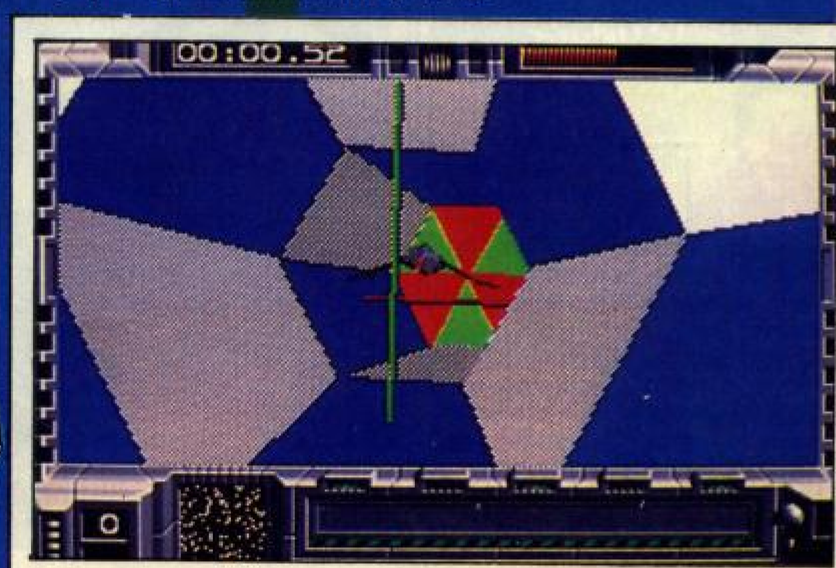
Your girlfriend sends you messages to tell you if she's in trouble. To start off with she's blocked by a door. After reading her message you can call up a Blueprint map of the floor she's

I'm honestly surprised that this type of game hasn't been done before. The combination of sheer blasting action and brain-bending puzzles doesn't clash awkwardly but merges together to make for one deceptively demanding game. The feeling of being within a computer system is wonderful, much better than the movie **Tron**, with a claustrophobic feeling of flight between layers of computer systems. The strange, very surreal logic devices moving with amazing smoothness around the system, and the neat Blueprint of each level, make a truly fascinating game. The problem side of the game is akin to an adventure game and the arcade element is a considerable challenge in itself (not including the object manipulation side of it) and yet it doesn't fall between the two stools.

Haunting music or **Starglider 2**-style sound effects would have really made for a special game but otherwise **Interphase** is weird and wonderful.



▼ Flying through the datastream to level one.





on. Zoom in to find the door, then lock your navigation system on it. Exit from the map and arrows flash to show whether you have to go up, left or wherever. Eventually you find a green cube in a gray frame. This is the sub-program controlling the door. Shoot it and the door opens. Your girlfriend walks through, is spotted by a TV camera and fried by a robot. Maybe you should have turned the TV camera off first!



▲ The tractor beam is holding a red camera control program; drop it in the gray frame (upper right) to turn the camera on.



Initially it all seems completely bewildering, but persistence soon reveals the basic simplicity of the game structure. Level one can then be solved quite easily: 'Is that all there is?' I wondered. Level two is much more of a challenge though, the simple game ideas interlocking to make a good puzzle. On top of that, switching off cameras, turning turntables etc requires you to fly through lots and lots of enemy fire. The traditional shoot-'em-up skills of quick shooting and knowing when to recharge your energy are vital. Level three has a slightly different landscape, a starglider-like enemy ship, and more tough puzzles.

This is a classic game likely to keep you playing long after those coin-op conversions have lost their appeal. Don't miss it!

phase

If you should need to lock the opened door, you can go to a workshop to pick up a green cube. Put a tractor beam on it and, if you replace it in the grey frame, the camera is re-activated. Other security systems to work out include turntables (which change the direction the robots go), pressure pads, electrified floors, and lifts. To complete a level you must get the girl to the lift, then fly through the datastream tunnel to level two. (This is where you can save the game.)

Some of the levels take a lot of thinking to work out, others rely more on blasting fleets of enemy fighters. The game's flexibility is immense!



Cyberpunk SF crosses **Bladerunner** with **Tron**, and this is perhaps the truest computer game version of it yet. The plot closely resembles the bit in the **Max Headroom** movie where Theora deactivates security systems for reporter Carter. But **Interphase**'s real achievement is the flawless combination of a great plot, an excellent shoot-'em-up, and intriguing puzzles into one astounding game. The concept is just perfect, and the execution is great. The graphics are superb, fast and imaginative (watch out for the toad on a unicycle on level two) although the sonics are limited to spot FX. This is one of the most exciting and original games I've seen in a long while, and I'll be playing it long into the night. I only hope work on **Interphase 2** has begun!



64

No plans for a C64 game.

update

PRESENTATION 82%
Nice packaging and save/load facility, but a digitized biker putting on helmet is a weird and wasteful intro.

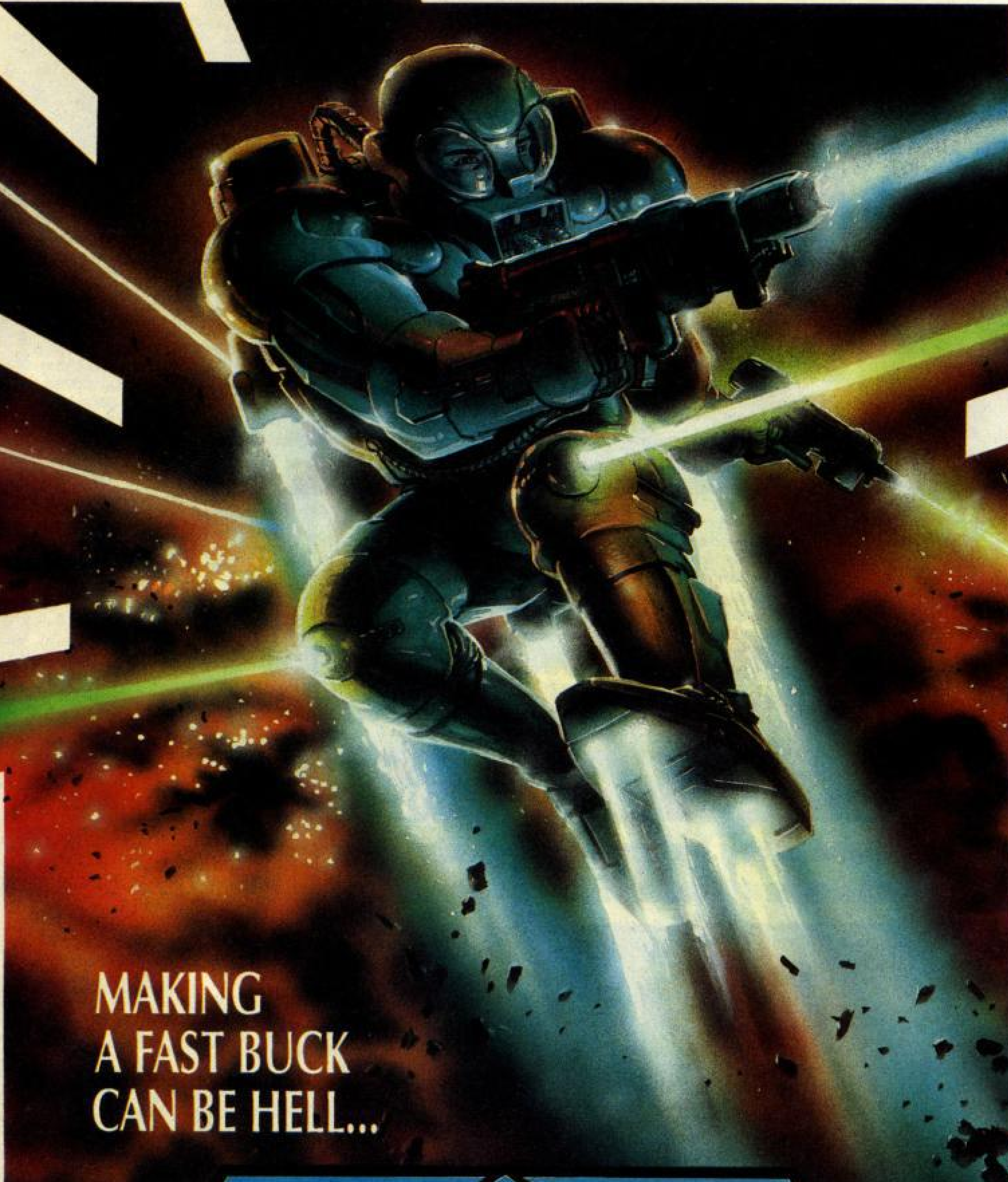
GRAPHICS 91%
Fast, and smoothly animated vector graphics establish an excellent atmosphere.

SOUND 65%
Poor intro tune and good spot FX.

HOOKABILITY 82%
Initially a bit confusing, but once grasped the original concepts are marvellously simple.

LASTABILITY 95%
12 increasingly tough levels to get to the DreamTrack, plus some strange new creatures.

OVERALL 93%
An extraordinary new game which you must try!



THALAMUS





The Retrograde: a vicious and lethal bounty-hunter out to loot a hostile system's treasure of diamond crystals even if he has to blow the place apart!
Level upon level of horizontal and vertical scrolling mayhem, over and under ground.
Be Retrograde, the stalking, flying death dealer!

CBM 64/128 Cass:£9.99 Disk:£12.99

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The PREVIEWS

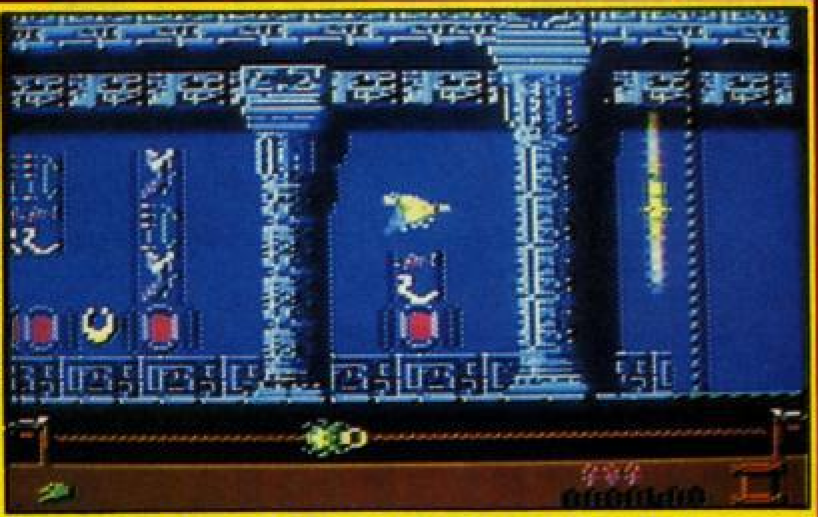
Brought to you by the mystery male voice choir member

LOGOTRON

EYE OF HORUS

Walking like an Egyptian and flying like a bird is Horus, the hawk-headed star of Logotron's *Eye Of Horus*. The Amiga game, and a great comp, was mentioned in last month's Word and the C64 game is looking just as good.

Horus is battling against the evil god Set in a 44-location pyramid. The hieroglyphics on the pyramid walls come to life as Horus approaches, turning into potent attack waves. To defend himself Horus can transform into a swift flying hawk and collect magic items, such as a hawk statue which gives him a mini-hawk to spit out more bullets. Cairo capers should out soon for £9.99 on cassette, £14.99 on disk.



▲ The U-shaped Collar Of God on the left will free a man's soul from his body – ie invincibility.

CLOUD KINGDOM

Moving in on the lucrative cutesy game market and following in the wake of titles like *Bubble Bobble, New Zealand Story*, and *Rainbow Islands* comes *Cloud Kingdom* (working title at the moment). Programmed by Dene Carter (author of *Druid* and *Druid 2* – Enlightenment) it's an 8-way scrolling platform game with that ever popular, simple but frustratingly addictive feel to it. With 32 levels, plus loads of things to collect and dodge, *Cloud Kingdom* has been touted as a *Super Mario Brothers* beater. With a release on the Amiga and 64 early in 1990 we'll just have to wait and see.

▼ Cute, cheerful and very addictive – Logotron's *Cloud Kingdom*



Digital Magic Software

DRIVIN' FORCE

Just when you thought it was safe to place bets on the Xmas No. 1 racing game, along comes another to really throw your judgement. Although lacking the hype of other games, *Drivin' Force* looks impressive. Take part in a racing league or knockout system racing against the best in the world on motor bikes, trucks, even Jet skis for the bonus tracks.

From what we've seen of *Drivin' Force* it could well be the dark horse of the racing pack this Xmas with speeds approaching coin-op quality, bags of graphics throughout four terrains (jumps, slippery roads, logs and all) and five different times of day to race through.

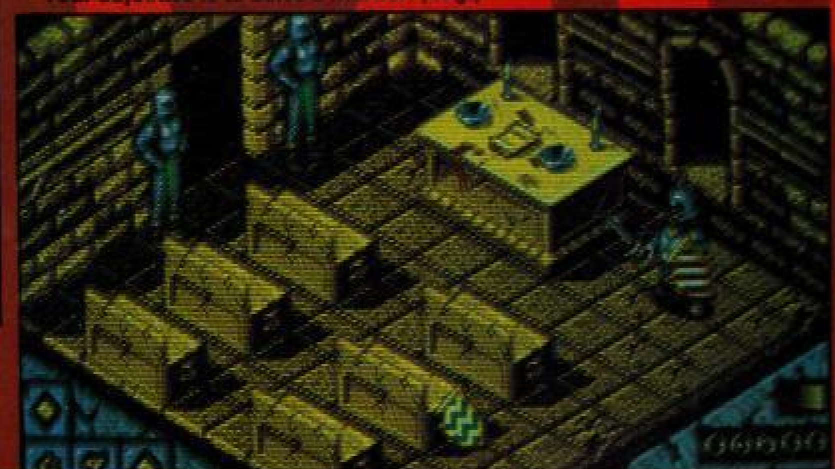
▼ Digital Magic's supercharged race game, *Drivin' Force* (Amiga)





▲ The follow-up to *Dragon's Lair* moves as good as it looks – Empire's amazing *Space Ace* (Amiga)

▼ The next game from the Bitmap Bros – an isometric arcade RPG. Your objective is to solve a murder! (Amiga)



U.S. GOLD

The 64 pictures appeared last month, now take a look at the Amiga shots of *Turbo Out Run* which is looking infinitely better than its predecessor. If it's anything like the 64 version it should go down a real treat this Xmas in the rush for the No. 1 slot.

Ego trip for Michael Jackson the film may be, but *Moonwalker* the game draws near. Take a gander at the 64 piccy here and judge for yourself whether it's BAD or bad.

Other big name coin-op titles planned for conversion next year include Capcom's *U.N. Squadron* (see the arcades section this issue), *Dynasty Wars*, and the hit Sega coin-op *Golden Axe*.



▲ Michael Jackson undergoes metal surgery as he transforms into a robot in *Moonwalker*.



▲ Very big in France, or so they say – US Gold/Loriciels' *Pinball Magic* (Amiga)



▲ Amiga *Turbo Out Run* burning across the icy roads of America.

GREMLIN

No less busy this winter, the Green Gremlins unleash a flood of unleaded software for your delicacy. Amongst the pollutant-free tidal wave of stuff is *Footballer of the Year 2* (with ball tactics, players to look after, and all the fun of the terraces – no prizes for guessing what it's the sequel to), *Ultimate Golf* (linked with Greg 'The Great White Shark' Norman), the boozeful and energetic *John Lowe's Ultimate Darts*, brain-bending *Mindbender* (Deflektor 2 – pictured here on the Amiga), *FOFT 2*, *Axel's Magic Hammer*, *Switchblade*, *Skidz*, and *Rally Simulator*. What no *Ramrod*???

▼ No, the players aren't firing lasers at each other, it's a tactical screen from Gremlin's *Footballer Of The Year II*.



ELECTRONIC ARTS

Electronic Arts aren't a company to bust a gut aiming for the Xmas deadline, but nonetheless they're going to be entertaining us with a host of releases in the late months of '89. Here we see a 64 preview of *Sentinel Worlds* (pictured here), a sci-fi role playing game with three worlds to investigate and space, the final frontier, to explore. *Sword of Twilight* (next issue), *Populous 2* (Amiga), *Keef the Thief* (Amiga), *The Hound of Shadow* (Amiga), *Dragon Wars* (C64) (reviewed next issue), *Lakers vs Celtics* (64) are all destined for your computer screen in the next few months as well as the BIG EA titles: *688 Simulator* and *Starflight* to be released for the Amiga around Xmas time.



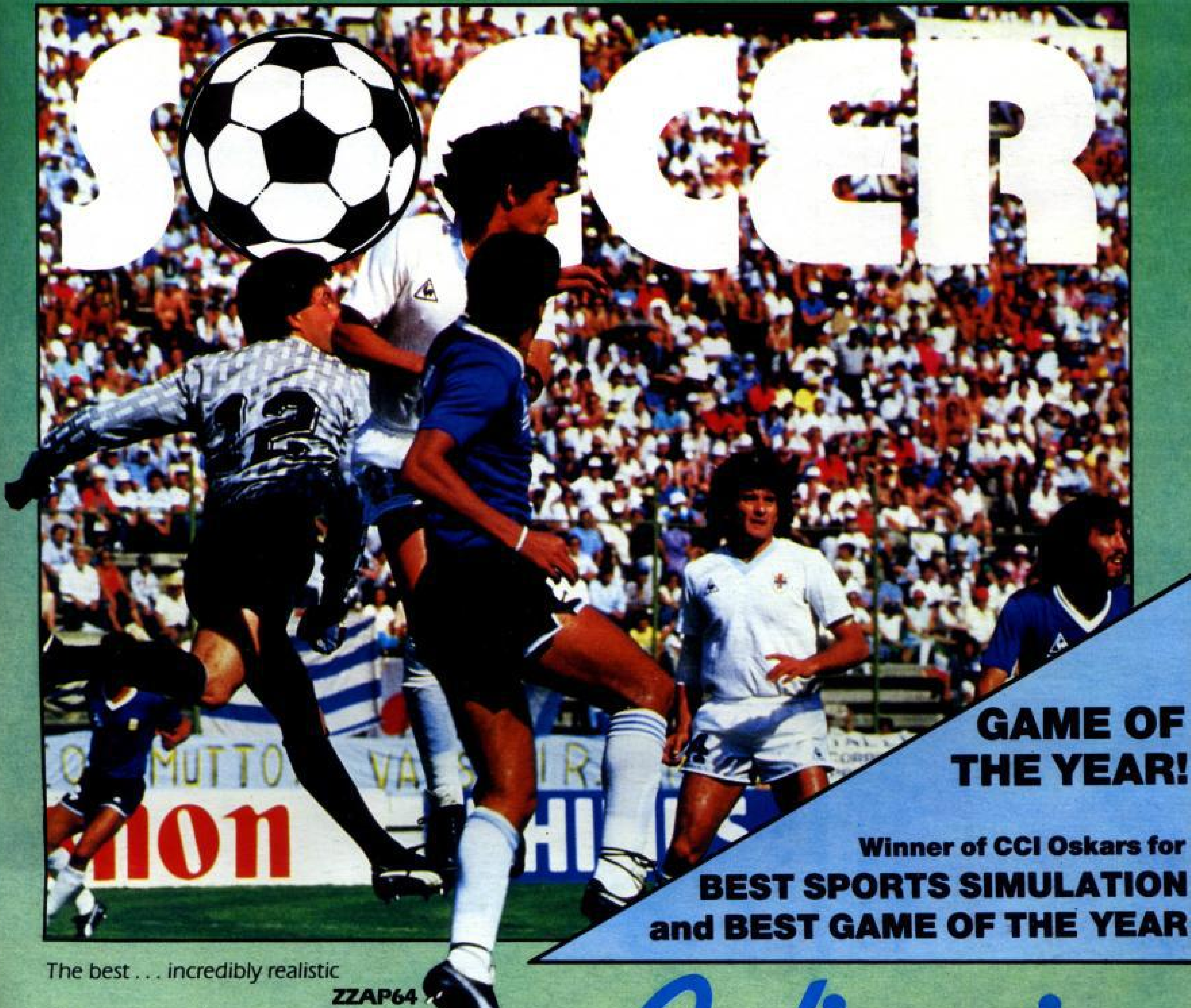
▲ On one of the many *Sentinel Worlds*, exploring a building.

Emlyn Hughes



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